HALO

GROUND COMMAND

CORE RULEBOOK

SPARTAN GAMES

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SPARTAN GAMES

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THE HALO® UNIVERSE

The year is 2552. Humanity has been forced to the brink of extinction by a fanatical alliance of alien races known as the Covenant. Human forces have fallen back to the fortress world of Reach, prepared to sell their lives dearly to protect Earth and buy time for a desperate gambit that may yet tip the tides of war.

DOMUS DIASPORA

In the year 2291, mankind was unleashed upon the stars with the discovery of slipspace and its use for faster-than-light travel. An overcrowded Earth and its burgeoning colonies quickly seized on the promise of exploration and colonization to break free of our solar system and find a new destiny.

By 2310 the first wave of pioneers traversed the vast gulf of space to find myriad new worlds to explore, inhabit, and exploit, taking humanity's dreams and grievances with them. As colony ships were built in ever-increasing numbers the trickle of colonists became a mass exodus from the Sol system – historically known as the Domus Diaspora.

Colonies blossomed on verdant worlds and above resource-rich moons. Habitable planets that could be quickly reached through slipspace became home to sprawling cities and orbital factories tied together through trade and the influence of massive star-spanning corporations.

Early terraforming successes and improvements in slipspace navigation spurred exploration and colonization further and further from the light of Sol. Within two hundred years, billions of people were living, breathing, working, and dying under alien suns. For a time, all of mankind's energy was expended in this frenzy of expansion.

Those colonies on the nearby worlds prospered, drawing in investment and building infrastructure extensive enough to become self-sufficient and send their surpluses back to Earth; these core worlds became known as the Inner Colonies. Meanwhile smaller, lonely outposts of the greater human civilization spread ever outward along slipspace routes from this developed and tightly controlled zone to become the Outer Colonies. And, beyond that, the great unknown of the Orion Arm.

THE INTERPLANETARY WAR

Humanity's expansion into the Sol system in the 21st and 22nd century did not come without cost. Global wars on Earth had previously shattered the power of the old nation-states even as virulent new philosophies spread among the solar colonies. Not everyone embraced relative peace under the aegis of the United Nations and its successor, the Unified Earth Government, and new factions with militant ideologies exacerbated political and economic fracture lines to the breaking point.

In the late 22nd century these factions would engage in wars, terrorism, and petty vengeance that spanned the Sol system and changed the face of human governance. Fear and simple practicality during this Interplanetary War led to a consolidation of power with Earth's technocrats and the formation of a new, unified, military force to police the solar system: the United Nations Space Command.

MANKIND DIVIDED

But even with an opportunity to create infinite new futures for itself with vast resources and room to expand, humanity quickly turned against itself.

Questions of power, prestige, and old grudges were revealed as the pace of expansion slowed. Citizens of the colonies chafed under legal and corporate obligations as Earth demanded an ever-larger share of the colonial riches.

Grumblings about fairness became complaints, and complaints became protests, but the people of Earth had long ago grown accustomed to the labour of the colonies and were disinterested in renegotiating arrangements with worlds they seeded and financed.

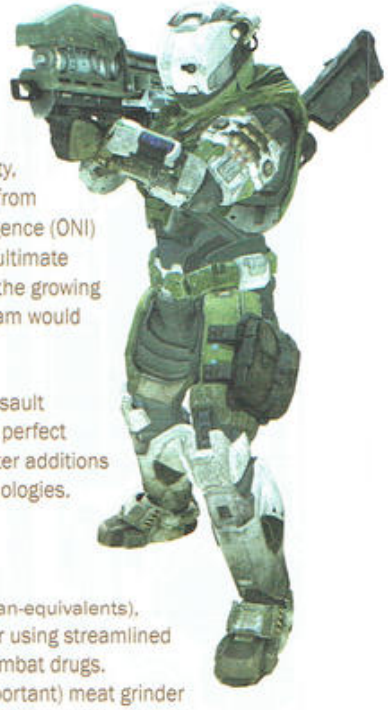
THE SPARTAN-II PROGRAM

With the spectre of civilisation collapsing and a long night falling on humanity, Earth turned to a drastic plan. Locating candidates of exceptional potential from throughout the colonies, Dr. Catherine Halsey and the Office of Naval Intelligence (ONI) kidnapped dozens of children for indoctrination and augmentation into the ultimate super-soldiers – living weapons that could be aimed directly at the heart of the growing Insurrection. The survivors of the gruelling training and augmentation program would be known as Spartans.

The final phase of this plan integrated the Spartans with Mjolnir powered assault armour, enhancing their already-formidable reflexes, strength, and speed. A perfect fusion of man and machine, Spartans clad in Mjolnir were walking tanks; later additions added dissipative energy shielding reverse engineered from Covenant technologies.

SPARTAN-III

A partially successful attempt to create large numbers of Spartans (or Spartan-equivalents), SPARTAN-III transformed orphaned children into a new breed of super-soldier using streamlined biological and cybernetic augmentation processes paired with dangerous combat drugs. Though most were fated to be thrown into hopeless (though strategically important) meat grinder battles, particularly talented individuals were secretly moved to Special Warfare teams and other shadowy organisations. The most notable of these were the members of Noble Team, who – except for Jorge-052 - were SPARTAN-III augmentees.



A SPARTAN-III

Resentment and greedy overreach gave rise to dozens of small independence movements on many colonies, helping to cement unique local identities separate from the original Sol-born founders.

In the distant Outer Colonies these groups grew especially proud of their pioneering heritage (real or imagined) and began to violently resent control by Earth's governing agencies and the Inner Colony mega-corporations.

Poorly-organised agitation for independence soon developed into outright rebellion, with the first major clashes closing out the last years of the 25th century. Earth's colonial government responded swiftly, but overzealous police actions galvanised resistance and destroyed any opportunity for a political solution to the slow-moving crisis.

Small groups quickly consolidated, creating alliances that pressed an anti-centralisation and pro-autonomy campaign, resonating with many colonists, including those in the Sol system. The rebellion spread almost as quickly as the original growth of the colonies.

Branded as terrorists, any hint of rebellion was ruthlessly suppressed by the Unified Earth Government, who realised that human interstellar civilization was in danger of collapse. Entire worlds fell under martial law as the UNSC moved ships and troops into the Outer Colonies, but the rebel movements only grew in scope and violence as the conflict escalated beyond any possibility of agreement.

But even as Earth prepared a massive campaign to retake the colonies and the rebellion grew into a semi-unified Insurrection a new threat appeared that would – at least for a time – unite humanity in a single goal: survival.

THE HUMAN-COVENANT WAR

Appearing out of the depths of uncharted space, an alliance of alien species called the Covenant made first contact on the colony of Harvest in 2525, leaving devastation in their wake. With their vastly superior technology and a tireless religious zeal, the Covenant obliterated humans wherever their presence was found. Soldiers, civilians, children . . . no one was spared from the carnage.

The start of the Covenant War saw dozens of Outer Colonies fall in only a matter of months. Most were demolished from orbit, with their population centers targeted for plasma bombardment. Only rarely would Covenant troops take the battle to the surface to seize seemingly meaningless spots of ground or due to some inexplicable rule of war.

Despite the Covenant's overwhelming technological superiority, humanity refused to give up. Shattered fleets were rebuilt, entire armies reformed to continue the fight. But despite innumerable stories of valor and courage the war was an endless roster of defeats and holding actions. For the first time in centuries, humanity was collectively united, but it was seemingly too late.

In less than two decades most colonies were destroyed, abandoned, or cut off. Despite heroic efforts by the UNSC, the Covenant invasion could not be stopped, only delayed. And then the Covenant found the secret that was Reach, the heart of humanity's defences and the last remaining bastion of UNSC power.

In the end, Reach will fall, but its defenders will ensure the Covenant pays a heavy price in ships and soldiers that will never be forgotten.

CHOOSING YOUR WARZONE

The Covenant's brutal campaign of annihilation raged across the entire human sphere for decades. The orders of the Prophet Hierarchs were clear and unequivocal: all humans were to be put to the sword.

The conflict spanned decades and raged across many varied worlds and battlefields, from the upper atmosphere of burning colonies to the crushing depths of methane oceans humanity fought for survival against overwhelming odds.

The following provides a short precis on the events that took place during pivotal military campaigns on Harvest, Sigma Octanus IV, and Reach.

Each one can be the backdrop of an epic ***Halo: Ground Command*** campaign or scenario.

Harvest: *First contact.* The UNSC is utterly outmatched while the Covenant is not yet aware of the true size of the human domain. Confusion reigns on both sides.

Sigma Octanus IV: *Victory at what cost?* The Covenant invades the planet to search for a Forerunner artefact while the UNSC tries to contain their invasion.

Reach: *The fortress falls.* Humanity's most strategically important colony is besieged. The end is near, for both the UNSC and Covenant.

FIRST CONTACT - THE DEMISE OF HARVEST

The Outer Colony Harvest lies in the Epsilon Indi system, close to Earth in real space but reachable only after a lengthy and circuitous path through slipspace. Though placed in a remote edge of Earth's communication and trade network, Harvest was a verdant world and major exporter of agricultural goods throughout the Outer Colonies; until it became the first of many human worlds to be attacked by the Covenant war machine.

THE MILITARY CAMPAIGN

On February 3, 2525, first contact was made with the Covenant, with a peaceful encounter quickly turning violent. For several months, the fate of the colony remained a mystery. The situation only escalated after the scout ship CMA *Argo* was sent to investigate the silence, but was then lost and presumed MIA. This prompted the UNSC to send Battle Group 4 to investigate Harvest, which was when a Covenant ship was encountered, with devastating results for the technologically outclassed human ships. The lead ship, CMA *Heracles*, managed to escape back to UEG territory to inform the military of what had happened to Harvest.

It was in 2526 that Vice Admiral Preston Cole arrived in the Epsilon Indi system with one of the largest UNSC naval fleets ever assembled at that time. The battle raged for five long years, with control of the planet hanging in the balance. By 2531 it seemed that the UNSC had finally gained the upper hand, though victory was pyrrhic at best: the colony lay in utter ruin, the Navy had lost over half of its fighting strength, and Covenant forces continued their advance on other human worlds. The UNSC was soon forced to evacuate Harvest, leaving behind a burnt husk devoid of life and littered with wreckage. It would not be the last.

GAMING HARVEST

The miniatures from the Battle for Reach game can be used to represent UNSC forces fighting on Harvest during Admiral Cole's campaign, or the brave last stands of Harvest Colonial Militia in the very first hours of the Covenant attack:

- A small force of Colonial Militia must kill all nearly Covenant before they can raise the alarm and alert the main force of the survivor's presence.
- The Covenant forces sent to retrieve a Forerunner artefact turn on each other so that they alone can claim the glory for its return.

BATTLE OF SIGMA OCTANUS IV

"We've come to take Sigma Octanus IV back from the Covenant. To do that, we're gonna kill every last one of them..."

- Master Chief John-117

On July 17, 2552, Covenant forces struck at Sigma Octanus IV, searching for Forerunner artefacts and eradicating every human that stood in their way. After a brutal ground and space campaign, the UNSC succeeded in defeating the Covenant assault, buying time to evacuate the remaining population and retreat – unknowingly bringing with them a probe that would soon lead the main Covenant fleet to Reach.

THE MILITARY CAMPAIGN

The Covenant deployed thousands of troops to the city of Côte d'Azur, seeking to secure an artefact that was inadvertently stored in the city's Museum of Natural History. Unaware of the Covenant's actual intentions, a Marine regiment was quickly deployed to relieve the local security and police forces and prevent an invasion beachhead from being established. Unprepared for the scale of the Covenant occupation and hampered by poor intelligence, the strike force was quickly overwhelmed and destroyed in less than an hour. Of the nearly two thousand Marines who landed on the planet, only one percent survived.

Struggling to contain the situation, the UNSC ordered a Spartan team sent in, consisting of twelve Spartans under the command of the legendary Master Chief John-117. With reinforcements unlikely, asset denial was the only option. After fighting into the heart of Côte d'Azur the Spartans placed a HAVOK tactical nuclear weapon in the heart of the occupation zone and evacuated. The city was incinerated along with the Covenant army clustered around the artefact site.

GAMING SIGMA OCTANUS IV

The conflict at Sigma Octanus IV was a prelude to Reach, and the battle for Côte d'Azur was just one story. Covenant forces also landed in the planet's other major cities, engaging UNSC and militia units as they scoured areas their artefact-seeking Luminary's had detected the faint presence of Forerunner machinery. Example scenarios include:

- A Covenant raiding group attacks a heavily defended UNSC firebase to scan a possible reliquary and carry off what they find, regardless of casualties.
- Remnants of the Marine strike force fight their way back to the extraction zone while being pursued by bloodthirsty Covenant hunting parties.
- Take control of the four Spartans from Red or Green Team as they complete their missions alongside Master Chief's Blue Team.

UNSC MA37 Assault Rifle

Covenant Plasma Rifle

THE BATTLE OF REACH

"'We knew this day would come. They have found our fortress amongst the stars. The Covenant are on Reach. They will burn this planet, kill millions, and when Reach falls – and fall it will – there will be nothing left to stand between them ... and Earth."

- Catherine Halsey

By 2552 the UNSC was exhausted, its naval and ground forces smashed by the Covenant or tied up in delaying actions on a dozen worlds. The Outer Colonies had fallen, and the Covenant were moving into the Inner Colonies. The remaining UNSC fleets consolidated in the Sol and Epsilon Eridani systems to repair and rearm, and it was in the latter system that the majority of humanity's remaining military power was concentrated.

THE MILITARY CAMPAIGN

On July 23, 2552, Covenant scouting parties were first detected on the planet Reach by an Army special forces team investigating a downed communications relay near the settlement of Visegrád. WINTER CONTINGENCY went into effect immediately: a standing security protocol triggered in the event the Covenant ever infiltrated Reach.

Shortly after this initial security breach, a number of Covenant stealth vessels managed to penetrate Reach's orbital defenses and land ground troops. Though the Covenant was seemingly defeated, it soon became clear that this was an independent fleet and not the main force.

The hammer fell when the main Covenant force arrived in the Epsilon Eridani system on August 14. By August 30 major combat operations had ceased. Reach had fallen. Earth was next.

THE MILITARY CAMPAIGN

Reach provides a veritable banquet of scenario ideas for gamers. From small skirmishes to full scale military actions, the conflict on this planet has them all. Examples include:

- An Army ground team must destroy Covenant stealth generator pylons to clear the way for naval and air strikes.
- Time is of the essence as the UNSC orders a cavalry charge with all available Warthogs to relieve a besieged outpost.
- A Spartan and small detachment of troopers must delay a Covenant armoured column to buy time for civilians to escape.

GAMING THE HALO UNIVERSE

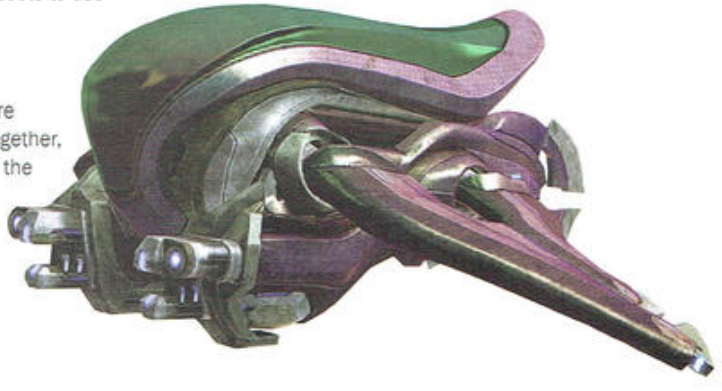
Halo: Ground Command is an exciting tabletop game that allows you and your friends to simulate the epic ground warfare battles of the iconic ***Halo*** Universe in your own home, gaming club or a local gaming store. It provides you with the opportunity to immerse yourself deep in the bitter struggle between the beleaguered United Nations Space Command (UNSC) and the ascendant alien alliance, the Covenant.

The rules put you inside the role of a UNSC or Covenant general, overlooking the battlefield on a holotable from their command center. With a nearly-omniscient view of the battle assembled from drones, battlenet links, and intelligence reports you can help the boots on the ground find and engage the enemy, while marshalling reserves and strategic assets to use precisely when the time is right.

From this table you direct your forces and make the tactical choices that dictate where your units move, how elements will work together, and what attacks they make. Remember – the fate of entire worlds is now in your hands. No pressure.

REALISING THE VISION

One of the most exciting aspects of ***Halo: Ground Command*** is the chance to work with 343 Industries to bring iconic vehicles and heroes from the gaming console to the gaming table. Over the years a stunning array of designs and brilliant stories have been created for ***Halo***, but what is perhaps even more exciting with this game is the opportunity to bring the full military might of the UNSC and Covenant to life and letting you play out battles from the Halo Universe in full scale.



COVENANT TYPE-26 'BANSHEE'
GROUND SUPPORT AIRCRAFT

While ***Halo: Ground Command*** starts at Reach, future releases will cover the entire Halo universe from Harvest to the Ark.

With the support and guidance of 343 Industries, the Spartan Games team will also create highly detailed 1/100th scale miniatures of vehicles and war machines never before seen outside the studio's archives and story guides. We can't wait to show you what's coming, so stay tuned to www.spartangames.co.uk for news on upcoming releases!

CHOOSING A GROUND FORCE

Every game starts by picking the Force you will command on the gaming table. Each faction plays very differently in ***Halo: Ground Command***: the UNSC uses flexibility tactical formations and combined arms to defeat their enemy, whereas the Covenant deploy highly specialised units and leverage their technological superiority to crush all that stand before them. Other factions that will be introduced in the future will also have their own play style.

Once the Force of your choice has been selected it is time to imagine what Unit types you want to play with. Is your play style all about a few big, powerful units? Or are you more of a 'swarm' commander, with numerous formations jabbing at your opponent, looking for weaknesses? Try out different combinations of units to find the play style that fits your personality and collection the best!

In addition, your ground forces are only one dimension of this exciting tabletop game. Who will lead your Force is just as important a decision as the Infantry and Armour you fight with. Selecting the best Ground Commander to represent you on the tabletop is a key decision, so choose wisely! In addition to generic leaders, future expansions will introduce famous characters from the Halo Universe that have their own special rules and quirks that alter the way you build and play your Force.

THE HOBBY

Halo: Ground Command is designed to be played quickly once it comes out of a box, but this is a wargame and preparation time (such as the assembly and the painting of your forces) is needed. The hobby element is often just as appealing and interesting as the actual game, so take your time when assembling the ***Halo*** miniatures and start to think of these as building blocks for your own stories and scenes.

Building your gaming table is also an important part of ***Halo: Ground Command***. While you could simply play on an open tabletop, many players will also want to explore the broader hobby side of tabletop miniatures gaming, by creating custom scenery for the game that helps bring the experience of playing a game to the fore.

We heartily recommend that players embrace the immersive experience of creating visually spectacular Forces and Terrain. This allows players to create a Force of painted miniatures that is canon-accurate to the ***Halo*** Universe, but we (and 343 Industries) encourage players to paint Forces and craft new battlefields in their own unique styles. The ***Halo*** Universe is a big place, and ***Halo: Ground Command*** lets you fight for control of any part of it!

The creation of a worldwide community of gamers, who come together to play ***Halo: Ground Command***, is an important aspect of the game. Painting and modelling competitions, organised tournaments and online events will form the backbone of tabletop gaming in the ***Halo*** Universe. Head over to the ***Halo: Ground Command*** Forum at www.spartangames.co.uk to share stories of your exciting battles and to share with us images of your painted miniatures.

Halo is more than a tabletop game; it is an award-winning entertainment brand that has grown into a global phenomenon. Beginning with "Halo: Combat Evolved" (2001), the critically acclaimed and record-shattering series of video games has built a fan base of millions worldwide and inspired multiple New York Times best-selling novels, live-action digital series, comic books, action figures, apparel and more. You can find out more at www.halowaypoint.com.

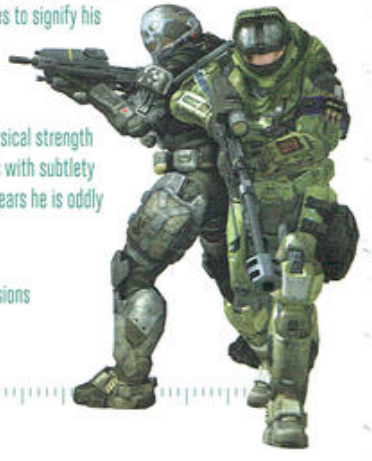
NOBLE TEAM is a special forces unit of Spartans attached to UNSC Special Warfare Command Group Three, under the command of Colonel Urban Holland. Working closely with Army teams conducting missions across the Inner Colonies, Noble has recently conducted counterinsurgency operations Insurrection rebels and fought Covenant incursions. With the exception of Jorge-052 every member of Noble Team is a Spartan-III who have been engaged at the front lines of the Human-Covenant War since their early teens. Their assignment to Reach was to hunt down an off-world rebel leader who had joined the local Insurrection, but events would quickly make that moot. Noble Team is considered to have the same combat effectiveness as an entire Marine battalion and is deployed accordingly.

COMMANDER CARTER-A259 (NOBLE ONE) is a thinker and a leader - valuable qualities for anyone put in charge of young Spartan commandoes expected to face impossible odds in every mission they undertake. Though he had been in command of Noble Team for years before the invasion of Reach, only he and Kat remained of the original members.

LIEUTENANT COMMANDER KAT-B320 (NOBLE TWO) is an inspired tactician and brilliant warrior, hand-picked to serve outside the standard SPARTAN-III deployment plans as a result of her exceptional abilities and potential. She excels in battlenet management, tactical planning, and intelligence synthesis.

WARRANT OFFICER JUN-A266 (NOBLE THREE) only competes with himself and has little time for trivial personality conflicts that that would impede efficiency. Though he is vocal and not afraid to speak his mind, Jun is always tightly focused on the mission at hand. Some mistake this for a deep philosophy, but in truth it is more pragmatic than mystical. Jun is widely recognised as one the most talented snipers alive. His ability to maintain situational awareness and predict enemy behaviour is particularly notable, as is his attention to detail while conducting overwatch.

WARRANT OFFICER EMILE-A239 (NOBLE FOUR) wants to prove to everyone (and himself) that he is not afraid of the enemy, nor is he afraid of doing whatever it takes to win this war. Normally focused and efficient, the one affectation Emile takes to signify his victories are the scratches made on his visor - each of the hundreds of marks that make up its skull-visage signifies a Covenant warrior he has killed.



CHIEF WARRANT OFFICER JORGE-052 (NOBLE FIVE) was not selected for the SPARTAN-II program based on his physical strength and tenacity alone. Indeed, where others failed, Jorge always had a plan, and he prefers to overcome obstacles with subtlety and minimum expenditure of lives and resources. Despite having only lived there as a civilian for a meagre six years he is oddly sentimental about Reach, and holds the planet and her people close to his heart.

LIEUTENANT [REDACTED]-B312 (NOBLE SIX) Is highly regarded operative with a long history of black-ops solo missions targeting insurrectionist rebels on the Inner Colonies and perhaps even Earth itself.

GAME BASICS

Welcome to ***Halo: Ground Command***, a fast-action tabletop miniatures game set in the exciting ***Halo*** Universe. As players, you assume the role of a Ground Commander whose decisions and tactical brilliance will see your Force emerge triumphant from a battle or, if you fail in your command, will see your force crushed before you and routed from the battlefield!

As a Ground Commander, you will be called upon to decide which Units in your Force will activate first, making tactical moves to engage the enemy. The use of cunning stratagems – combining the strengths of your most powerful units to help compensate for any weaknesses your overall force may have – will be called upon through all stages of the gameplay. Only the tactically adept will force the enemy to reveal their weak points before striking hard and fast to deliver the killer blow.

A game starts with players choosing a Force to build and then moves on to choosing the Units that will form the backbone of that Force. This chapter will equip you with the necessary information to help understand the common names and game mechanics which are used throughout a game of ***Halo: Ground Command***.

WHAT YOU NEED TO PLAY

To play ***Halo: Ground Command***, a number of components are needed:

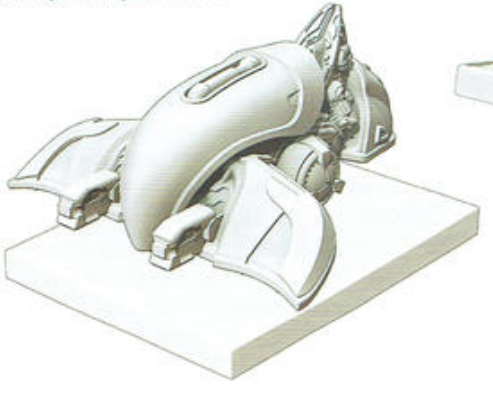
- Appropriate Spartan Games ***Halo: Ground Command*** Models for your Force.
- ***Halo: Ground Command*** Game Tokens to show the likes of *Damage*, *Activations* and *Cooldown* effects that Units will gain during a game.
- Custom Halo Dice which come inside a ***Halo*** **2-Player Battle Set**, or sold in a ***Halo*** **Dice Pack**.
- A Tape Measure (preferably marked in inches).
- A flat Gaming Surface to act as a battlefield and measuring at least 3' by 3'. This can be as simple or as complex as you want to make it. Start with a simple tabletop, and as you gain more experience you may wish to create a more dynamic setting for your miniature ground battles to take place upon.
- Terrain either purchased from Spartan Games or crafted Terrain made by the players, such as woods, hills or defensible bunkers.
- Four Six-sided Dice (D6).

BASES IN HALO: GROUND COMMAND

Halo: Ground Command uses high quality 1/100th scale Models produced by **Spartan Games** under license from **Microsoft** and **343 Industries**. These are available from **www.spartangames.co.uk** and many other retailers.

Models in can be fielded **based** or **un-based**, and this will be determined by the actual Model itself.

Covenant Hunters are always fielded in pairs and despite being classed as an Armoured Unit they will always use a Base.



Armoured Elements like the Warthog on the right can be fielded on or off a Base, and this is left down to player choice. Skimming Elements, like the ghost above, will always use a transparent acrylic 'skimming' base.

MODEL ELEMENTS

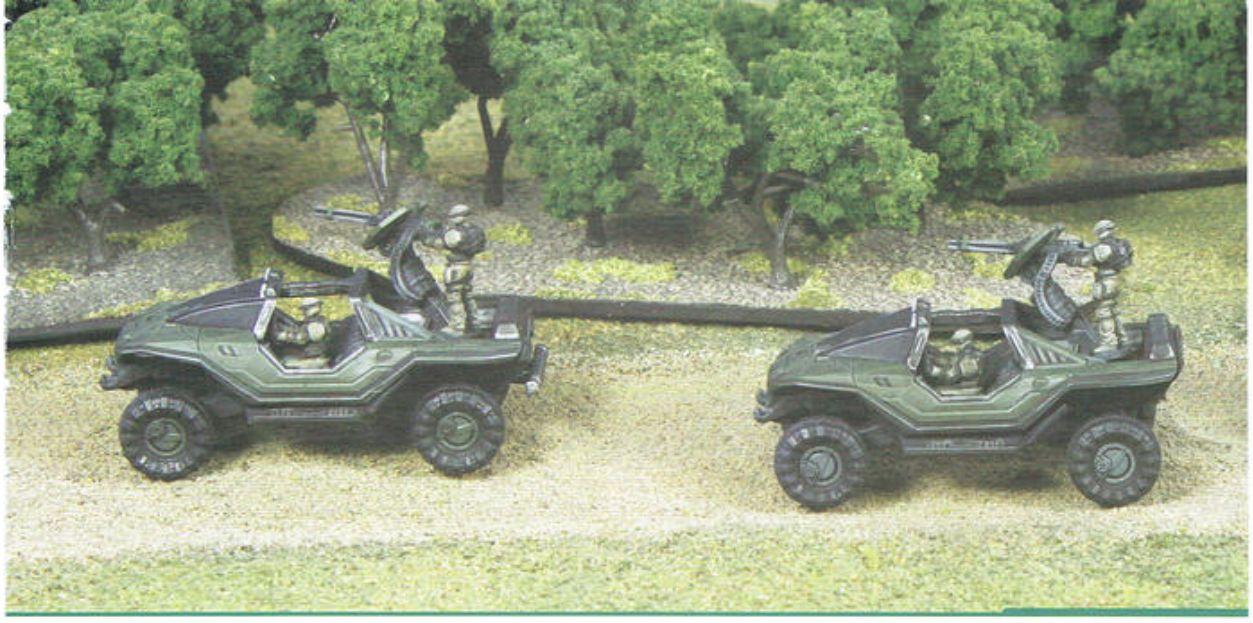
Throughout the rules, we will refer to **Elements**. The term Element relates to a **Base** with multiple Infantry (such as Covenant Grunts) on it, an Armoured Vehicle (such as a UNSC Warthog), or fortifications and emplacements (such as a Wolf Spider Turret).

These Elements are then grouped into **Units**. In cases where a Unit has only one Element, such as a Banshee Flyer for example, it may be referred to as both an Element and a Unit within the rules.

As a **Force Commander**, it will be your job to combine these various Units into **Battle Groups**, and then ultimately to form a powerful fighting **Force**.

Elements, Units, Battle Groups and Forces are all explained in greater detail in the **Force Building** chapter which starts at **PAGE 31**.

Infantry Elements, such as the Troopers you can see below, are always fielded on Bases and there will be 2-3 models per Base depending upon on their specific role in a Unit.



MEASURING AND PRE-MEASURING

All measurement in ***Halo: Ground Command*** is done in inches (often abbreviated as X" in the rulebook, where *X* is the number of inches being measured). A tape measure is the easiest way to measure distances. If you do not have a tape measuremarked in inches, please use the standard conversion of 1" = 2.5cm.

Measuring is allowed at any time for any reason you like. This is a game of tactical skill, not a game of who can best estimate distances!

THE BATTLEFIELD

Halo: Ground Command is played on what we refer to as a **battlefield**. The battlefield represents the area where a climactic battle is taking place, and can be the grounds of a research station, the deck of a space ship, or even on the surface of a Halo Ring!

The amount of table space you will need to play ***Halo: Ground Command*** is dependent on the **Maximum Force Value** of the game being played. Some games will be compact engagements using a relatively small battlefield, whereas engagements between massed armies will require a much larger gaming space in order to allow the appropriate number of Units to be used in a sensible way.

In games using the contents of the ***Halo: Ground Command, Battle for Reach*** 2-player starter set, for example, a battlefield should typically be 3' x 3', although a larger battlefield will be needed once players have expanded their initial Forces with more Units. Players should use their discretion to define the space they have available, although we recommend a battlefield does not ever have any side shorter than 3', unless a specific Scenario is being played that calls for a narrower battlefield to be used.

For more about battlefields, including what sizes are recommended for different **Maximum Force Values**, see the **Pre-Game Set-Up** chapter on **PAGE 44**.

UNSC Spartans are always fielded on their own Base. The ultimate super-soldier, these hyper-lethal defenders of humanity are living killing machines that can cause havoc on any battlefield they are sent to. Spartans make use of various weapons including an Assault Rifle, Rocket Launcher and the powerful Spartan Laser.

PEN AND PAPER

Players might need to use pen and paper to keep track of the enemy Units they *Destroy*, or to keep other helpful notes. This becomes important when playing Scenarios and for determining the winner in any engagement. Which leads us neatly on to:

VICTORY POINTS AND WINNING

All Units in a game of ***Halo: Ground Command*** have what is known as a **Build Rating (BR)** – see the **Force Building** chapter on **PAGE 29** for more details. As well as being crucial for the initial formation of Forces, the BR plays an important role in determining the winner of a game.

Whenever a player *Destroys* an enemy Unit during gameplay, make a note of its BR using your pen and paper. The BR total of *Destroyed* Units will translate into what we call **Victory Points (VPs)**.

In ***Halo: Ground Command*** Scenarios will last a number of Game Turns after which the player with the highest **VPs** total will be the winner. Winning the Game is explained in more detail in the **End Phase** chapter on **PAGE 97**.

DICE IN HALO

Halo: Ground Command uses dice to generate results during a game. The use of Dice creates exciting random outcomes that simulate the chaos of a real battle, the varying skill levels of troops involved, meaning that you can never completely predict the outcome of any tabletop action, and that even in the darkest hour, there is always hope...

During a game you will be asked to roll three types of dice: **Halo Dice**, **Order Dice** and **Six-sided (D6)**. More about Dice mechanics can be found in the **Core Game Mechanics** part of this chapter.

GAME TOKENS

To summarise and track battle events, ***Halo: Ground Command*** uses a number of **Game Tokens**. These are generally placed next to a Unit (or Element) when they are applied. Below are the three types Game Tokens and how they are most commonly applied.

DAMAGE TOKENS are used throughout a game to show that an Element has taken Damage during combat. Elements with one Value on their Damage Track that suffer a Damage Token are simply removed from play.

COOLDOWN TOKENS are used to indicate if a weapon is able to fire in the Game Turn. If a Cooldown Token is placed on top of an Activated Marker, **NO** weapons in the Unit can fire. For example, a Unit may have elected to move *Flat Out*, thus gaining a Cooldown Token.

ACTIVATION TOKENS are placed on a Unit once it has completed its Activation. Note that this **DOES NOT** indicate the Unit is out of the game for a Turn, as there is often the opportunity for a Unit to engage the enemy again using the **Reaction Fire** game mechanic.

CORE GAME MECHANICS

GAME TURNS

A game of ***Halo: Ground Command*** follows a sequence of what are known as Game Turns, and a game can last for a number of these Game Turns. Each Turn is commonly subdivided into Phases, which are effectively ways of allowing key events in the game to be sequenced and easily controlled.

Think of a Game Turn as a house-keeping mechanic for ensuring events in ***Halo: Ground Command*** all happen in the right sequence, allowing players to know exactly when to perform different actions. For example, in the **Pre-Turn Phase**, players will roll Order Dice and determine Initiative. This is also the point that Reserve Units might become available.

In the **Battle Phase**, players will alternate Activations. The player who is Activating will pick one Ready Unit, and then Move and Fire with that Unit. After they have done this, their opponent will pick a Ready Unit to Activate, and so on, until ALL Units, and therefore all Elements, have been Activated.

Lastly, play will shift to the **End Phase**, during which various effects are resolved and the battlefield made ready for the next Turn.

As stated, a game of ***Halo: Ground Command*** will last for multiple Game Turns, with any Scenario being played stipulating the maximum number of Game Turns it will last (should there not be a clear winner before the stated last Game Turn).

For a more detailed outline of a Game Turn, see the chapter **Breakdown of a Game Turn** on **PAGE 59**.

All other aspects of the game are controlled by what is known as a Game Mechanic, and these are invariably controlled by the rolling of Dice. The remainder of this chapter will take you through the various key Game Mechanics used in a game of ***Halo: Ground Command***, and following this we will break down all aspects of a game and discuss how the various Game Mechanics are used.

ALTERNATING ACTIVATION

In the **Battle Phase**, players will use a system of **Alternating Activation**. The player whose turn it is to go will pick ONE of their Units that has not yet been used, and will **Activate** it.

Activating a Unit means using those Elements in a Unit to move and then fire their Weapons (how to move and fire is described in the Unit **Movement Segment** and Unit **Attack Segment** chapters). After a player has Activated an Element, they will mark the Unit with an **Activation Token** – showing that it may not be Activated again this Game Turn, but it may still attempt **Reaction Fire**.

Once one player has selected and Activated ALL of the Elements within a Unit, play will shift to the other player, who will select and Activate a Unit of their own.

In this way players will alternate one after the other, Activating and using their Units until ALL the Units on the battlefield have been Activated that Game Turn.

This system of shifting back and forth, with each player selecting and using a Unit, is a vital component of the game experience, as it places pressure on a player's choices. A player may often be faced with dilemmas such as:

- Do I activate a Unit for tactical reasons?
- Do I activate a Unit because it is under threat?
- Which Unit should I use first?
- What is my opponent doing, and how can I put them under pressure?
- Should I attempt Reaction Fire?

Keeping track of Activations is an important part of the gameplay, and remembering to alternate Activations is critical to building the tension during a game of ***Halo: Ground Command***.

Even for a Spartan, an Elite Zealot is a very dangerous opponent!

REACTION FIRE

Combat in the Halo Universe is relentless and fast-paced, with no let-up in the action. ***Halo: Ground Command*** utilises an innovative **Reaction Fire** system to represent the ebb-and-flow of battle, with Units moving and firing in a deadly dance.

Reaction Fire is, at its core, a form of Ranged Overwatch, which allows players to engage and shoot during their opponent's **Movement Segment**. It is by no means a guarantee of success, and of course there are risks to firing '*from the hip*' as it were. But it can be a tactically engrossing part of a battle, as knowing **IF** or **WHEN** to React to an enemy is a key decision for any player to make.

You can even attempt **Reaction Fire** with a Unit which has already Activated in a Game Turn, although the likelihood of successfully in issuing the order to fire is greatly reduced!

Reaction Fire is explained in full in the **Movement Segment**, with examples of how and when you can React. See **PAGE 65** for full details.

BUILDING BLOCKS OF THE GAME

ELEMENTS

When building your Force in ***Halo: Ground Command***, you do so by combining **Elements** into **Units**, which in turn are combined into **Battle Groups**, and then finally combined into a fighting **Force**.

Individual Bases of Infantry, Vehicles, Fortifications and Flyers are all referred to as Elements in the rules. In most cases Elements combine into a Unit to bolster their combat effectiveness, especially when executing their Attacks upon the enemy.

UNITS

As already described, a Unit is a collection of Elements, assembled to form effective combat groups trained to work together, capable of laying down significant weapons fire, or created to fulfil a specific role within a player's Force.

These Units adhere to some simple rules:

- They **MUST** be either Infantry, Armoured or Flyer in Type.
- They **MUST** adhere to the Force Build Rating Limitations relating to their Faction, their Battle Formation and their Force Commander.

Despite these restrictions, players can create highly flexible Units, where the intended tactical use of one Unit may vary significantly from another, due to the different ways they are constructed using Unit Upgrades and Special Rules.

UNSC M808 'SCORPION'
MAIN BATTLE TANK

BUILD RATING (BR)

Each Unit has an important statistic called the Build Rating (BR). The BR gives an indication of the size and effectiveness of a Unit, and is used for a variety of purposes in ***Halo: Ground Command***, such as combining Units into a Force and being translated into Victory Points for your opponent when *Destroyed*.

Some Units increase their BR based upon the number of Elements within it. Warthogs, for example, are rated at 2 BR each, meaning that a Unit of 2 would take up 4 BR. Should a Warthog be *Destroyed* within a Unit of Warthogs, the enemy player gains 2 Victory Points immediately.

KEEPING TRACK OF UNITS

Keeping track of which Elements belong to which Unit is essential. Players should therefore pay close attention to tracking individual Elements and which Unit they belong to. This is easy to manage if the players have painted their forces, but if players are playing with unpainted forces, some other method of identification should be established.

BATTLE GROUPS

All Units are formed into Battle Groups which will be led by the command Element of your choice.

Many Battle Groups are small enough to be only a few Units, perhaps supported by an Armoured Vehicle or two, whereas other might be massive battle formations with numerous Armoured Units supported by strong Infantry and Flyer Elements.

Some Battle Groups have special rules that apply to the Units that exist within it. For more information on Battle Groups see **PAGE 31**.

FORCES

Forces are constructed from between one and any number of Battle Groups, each consisting of a number of Units that have been formed into a potent fighting force. A small Force may only have 3 to 5 Units organised into a single Battle Group, while a massed ground battle may be made up of 30 or more Units organised into multiple Battle Groups. All Forces are chosen so that they do not exceed the Maximum Force Value (MFV) each player has been allocated.

FORCE COMMANDERS

The Force Commander is the individual in overall control of a Force. Every Force MUST have one Force Commander. Over time, new Force Commanders will be made available to players, allowing them to select one that they feel best represents their own playing style on the gaming table. See the **Commanders and Heroes** chapter on **PAGE 33** for more details.

UNIQUE COMMANDERS

These are leaders of renown who are marshalling their forces on the field of battle. They will often have specific Orders and Abilities that mark them out as unique, and will always include special rules pertaining to their Force structure and gameplay style.

GENERIC COMMANDERS

In addition to the Unique Commanders and Heroic Characters, players may instead choose to have their Force led by a Generic Commander.

Generic Commanders have limited Standard Orders and do not have access to Special Orders. They do have access to a Unique ability, but this is normally indicative of their Faction's overall combat methodology rather than any specific '*named*' ability they themselves may possess. See the **Commanders and Heroes** chapter on **PAGE 33** for more details.

Players taking part in Competitive Play are restricted to using Generic Commanders, as Unique Commanders and Heroes are kept for narrative and scenario gaming only.

HEROIC CHARACTERS

Larger Forces will have access to Heroic Characters; individuals (or even Artificial Intelligences) who, by their actions, have become synonymous with bravery and sacrifice in the Halo Universe. The levels at which these characters can be introduced to the game will depend on the Factions being played, and can sometimes be required as part of the narrative for a Scenario or Campaign setting. See the **Commanders and Heroes** chapter on **PAGE 33** for more details.

Wraith
Ghosts
Zealot
Hunters
Spartan
Warthogs
Scorpion
ONI/SPECWAR-AI/ARTC-DIRECT_
SAT/REG_FEED/
ERS_CBT/677//4147554
UNSC

AN ELEMENT'S STATISTIC CARD

The front side of an Element's Statistic Card will allow players to quickly access the key statistics of an Element during game:

A **Common Name** – This is the common name most used when describing the Unit.

B **Specific Name** – This names which faction the Element belongs to along with its formal title.

C **Type** – All Elements are classified as being either **Infantry (INF)**, **Armoured (ARM)** or **Flyer (FLY)**. Infantry models have special rules regarding garrisoning Terrain and becoming Suppressed. Armoured Models have special rules regarding Ramming. Flyer models have special rules regarding Line of Sight, sub-types etc. Elements such as Spartans and Zealots are called **Character Infantry** which denotes them as being restricted in their availability within a Battle Group.

D **Build Rating (BR) Points** – The cost of each Unit included in a Force is added together and the total must not exceed a Battle Group limitations. Build Rating is also used when determining Victory Points for destroyed Units, Vehicles and Flyers.

E **Weapons** – The type of weapons an Element has will be named here. Should an Element be without a Weapon the area will be blank.

F **Weapon Ranges** – An Element will have the **Short** and **Long Ranges** of its weapons listed here, with Short Range listed first and Long Range listed second. If an Element has a weapon that CANNOT fire at one of these ranges, the Range entry will show a '–'.

G **Weapon Arc** – In most instances weapons can fire in any Arc of Fire, and the **All** notation will be shown. Some weapons use limited Arcs of Fire, and these will be listed as: **Front (F)**, **Back (B)**, **Left (L)** and **Right (R)**.

Some weapons may show that only a single Fire Arc is available, with **F** being the most common. A Weapon could also list **F**, **L** or **R** as its weapon Arcs, such as with a Covenant Wraith, meaning that while it cn only fire once, it can do so to the Front, Left and Right. If the notation reads **L** & **R** it means the weapon can fire twice, once into both Arcs, but only if a & seperates the listed Arcs.

H **Weapon Dice** – In this entry, each weapon will have a number of **Halo Dice** allocated to it. The Attack Values of any weapon in a game are sub-divided into 3 types: **Anti-Personnel (AP)**, **Anti-Tank (AT) and Anti-Air (AA)**. Each Weapon will have a varying degree of effectiveness against different targets. The number of Halo Dice rolled in a **Ranged Attack** by an Element will depend on the target being engaged: the **AP Value** is used when engaging Infantry, the **AT Value** when engaging Armoured Targets and Emplacements, and the **AA Value** is used against Flyers. These Dice from multiple Elements are combined within an Attack to create the **Attack Dice Pool**. See the **Attacks Segment**, on **PAGE 73** for more details.

I **Weapon Loadouts** – This shows the **Loadouts** associated with a weapon. Not all weapons have Loadouts, but should a weapon list a Loadout ALL Attacks made by that weapon are considered to be affected by the Loadout or Loadouts.

J **Move** – This statistic is separated into two values. The first value is used when executing a **Basic Move**, the second value is used when executing a **Flat Out**, **Ram** or **Charge Move**. See the **Movement Segment** on **PAGE 65** for details.

K **Soak** – This Value is used to represent an Element's natural ability to evade incoming fire or simply resist it by virtue of its incredible bulk. This number is used to create a **Defensive Dice Pool** (which is explained in full in the **Attacks Segment** on **PAGE 73**).

L **Reaction** – These Values allow an Element to react to incoming enemy movement. The first number is used if an Element is **Ready**, the second number is used for an Element that has **Activated**, shown by the unit having an Activation Token.

Note that in some cases an Element will be unable to React (due to their second value being an impossible roll) – this is intentional since a number of factors can be brought into play to improve a **Reaction** result (such as Orders, Scenario Conditions, etc.). Units with high React numbers (particularly the second number) are usually cumbersome and unwieldly.

M **Melee** – This entry refers to an Element's ability to fight in close-quarters combat. This number is normally fairly low, as few individuals are geared towards the brutal cut and thrust of hand-to-hand combat. This is not always the case however, and certain Elements can bring incredible combat potential to the battlefield and sow damage and destruction in their wake!

In some instances, the Melee entry is replaced with the term **Impact** representing the effects of an Armoured Element that does not have a Melee capability, but instead can **Ram** Infantry or Armoured targets!

N **Unit Loadouts** – This show the **Unit Loadouts** the Element has access to. In most cases Units will have only one or two Loadouts, but more impressive Elements, such as a Spartan, may have access to several Unit Loadouts.

O **Damage Track** – The Values shown specify how many **Successes** are needed to cause Damage to an Element. In most cases (particularly when dealing with Infantry) this will be a single number, meaning that should an Attack manage to cause Damage, the base is *Destroyed*. In some cases, multiple Values will be shown, indicating the Element must be Damaged multiple times in order to *Destroy* it. When an Element sustains Damage, the Value needed to cause further Damage moves to the next number (reading from Left to Right).

P **Special Rules** – Units will show any Special Rules that they may have access to here.

IMPORTANT NOTE

The reverse side of an Element's Statistic Card will detail important information that a player will use when assembling their Forces. It will lists any Special Rules or Restrictions a player will need to take into account when fielding an Element/Unit. Importantly it shows the Points value of a model which is key when building a Force that adheres to an agreed MFV.

STATES OF AN ELEMENT

During the course of a game, an Element can exist in a number of States and these are: *Ready*, *Activated* or *Destroyed/Wrecked*.

READY TO ACTIVATE

Ready Units are identified by their lack of an Activation Token. At the start of any Game Turn, all Elements should be considered to be in a *Ready* State, unless a specific Scenario or game condition applies to them.

ACTIVATED

Activated Elements belong to a Unit that has an Activation Token placed on it. When in the *Activated* State, the Element may not Activate again during the Game Turn, unless a Scenario condition contradicts this rule, or unless attempting Reaction Fire.

DESTROYED/WRECKED

When an Element has the same number of Damage Tokens as Values on its Damage Track, an Element is considered to have been *Destroyed* and is immediately removed from the battlefield and placed in the Scrapyard (see below).

WRECKED - Some Elements are so large and imposing that when *Destroyed* they are not removed from play, and instead remain on the battlefield as Wrecked Elements, acting as Wreckage Terrain (see the **Terrain** chapter on **PAGE 38**).

THE SCRAPYARD

This term is applied to an area outside of the battlefield where you store Elements that have been *Destroyed* during a game. These casualties can potentially return to the battle as a result of Loadouts, Air Support Missions or Scenario conditions.

DICE MECHANICS

Halo: Ground Command uses different dice to generate a series of randomised results when playing the game, thus simulating the chaos of a ground battle, varying skill levels of soldiers, and much more. This means that you can never completely predict the outcome of any action!

HALO DICE

Halo: Ground Command uses a set of custom six-sided Dice for most Attack and Defence Dice rolls. These custom Dice are referred to throughout the rules as Halo Dice. These Dice have one side marked with (Fail), two sides marked with (Miss), two sides marked with (Success), and one side marked with (an Exploding result).

ORDER DICE

Halo: Ground Command also uses a set of Order Dice. These Dice are used in the **Pre-Turn Phase** and may be used to deliver an Order issued by Force Commanders or Heroic Characters present during a battle. Order Dice can also be used by a player to help improve their Initiative roll.

ROLLING A D6

On occasion, you will use normal six-sided dice – each of the 6 sides are individually numbered from 1 to 6. Singly, these are referred to as a 'D6'. If a number precedes the 'D6', roll that many dice. For example, if called upon to roll 2D6 when taking a Reaction Test, you should roll TWO six-sided dice and add the results together. The most common reasons to roll D6 is to determine Initiative at the beginning of a Game Turn and to perform Reaction Tests.

DICE POOLS

Most of the time in ***Halo: Ground Command***, you will be rolling multiple **Halo Dice** at once. The number of Dice you are rolling for a given task is called the **Dice Pool**. For example, when rolling to Attack, you will gather your Dice and roll an **Attack Dice Pool**, and when rolling to Defend against an attack, you will roll a **Defence Dice Pool**.

When rolling a Dice Pool, roll all of the Dice in the pool together, this is called the **Initial Dice Roll**. Following this, re-roll any dice due to game effects such as **Exploding Rolls**, and then total the number of **Successes** together.

DETERMINING RESULTS

To determine the result of a **Halo Dice** roll, you must first determine the number of **Successes**. These Successes are then compared to a target number (for example, the active Value on an Element's **Damage Track**) to determine the effect. The exact method varies with the effectiveness of the Attack, Defence, or situation being rolled for, and this is controlled in the game through what we call the **Firepower Rating**.

THE FIREPOWER RATING

The **Firepower Rating** is referred to when determining how a Dice Pool will be resolved. All Dice Pools start at a default **Firepower Rating** of **4**, and this Rating may go up or down based on effects during a game.

RATING 1 – IMPOSSIBLE ROLL

At this Rating the Dice Pool cannot be rolled. There is literally no hope of success.

RATING 2 – WEAKENED ROLL

A Weakened Roll counts every INITIAL result of a **Success** ( ) and an **Exploding** result ( ) as ONE **Success**, and no re-rolls are permitted due to the Dice results.

RATING 3 – CRUSHING ROLL

Crushing Rolls counts every INITIAL result of a **Success** ( ) as a ONE Success, and each **Exploding** result of a ( ) counting as TWO **Successes**, but with no re-rolls awarded due to the Dice results.

RATING 4 – EXPLODING ROLL

The Exploding Roll is the default Rating for all Dice Pool rolls, unless a specific gaming condition modifies this. An Exploding Roll counts every INITIAL as ONE **Success**. Each **Exploding** result of a counts as TWO **Successes** AND allows you to re-roll one die showing a **Miss** . The mechanic works as follows:

1 Roll your **Initial Dice Pool**.
2 Set aside all Dice that show [✸] or that show [☠].
3 Count the number of Dice showing [⊛] and Re-roll that many dice showing [⊘].
4 If a re-rolled dice now shows [⊛], you may re-roll an additional [⊘] (assuming at least one remains)
5 Count up the total number of [✸] symbols. Remember that each [⊛] counts as TWO. The sum of these two results is the number of total **Successes** you have.

EXPLODING ROLL EXAMPLE

A player rolls a pool of **5 Dice** at **Firepower 4** and the result is [✸][⊛][⊘][☠][☠].

Setting aside the **Success** ([✸]) and **Fails** ([☠][☠]), the **Exploding** result ([⊛]) allows them to reroll the [⊘]... and they roll another [⊛]. Because they now have an additional **Exploding** result, they would be allowed to reroll an additional **Miss** ([⊘]) result. However, there are no more **Miss** results to reroll, so the player now calculates their **Successes**:

1 x [✸] = 1 Success. 2 x [⊛] = 4 Successes. The total is **5 Successes**.

RATING 5 – DEVASTATING ROLL

The Devastating Roll follows the same mechanics as above except, when re-rolling Dice due to an [⊛], a player may reroll any **Miss** [⊘] or **Fail** [☠] results. This makes a Devastating Roll very powerful!

DEVASTATING ROLL EXAMPLE

A player rolls a pool of **5 Dice** at **Firepower 5** and the result is [✸][⊛][⊘][☠][☠].

Setting aside the **Success** ([✸]), the **Exploding** result ([⊛]) allows the player to reroll either one of the **Fails** ([☠][☠]) or the **Miss** ([⊘])... They reroll and the result is [⊛]. Because they now have another **Exploding** result, they can reroll an additional [☠] or [⊘] result. They do so and roll a [✸]. Having used all their [⊛] rerolls, they now calculate their **Successes**.

2 x [✸] = 2 Successes. 2 x [⊛] = 4 Successes. The total is **6 Successes**.

RE-ROLLING INITIAL DICE

In some cases, players may be able to re-roll Initial Dice due to **Loadouts**, **Orders** or other gaming effects. The re-rolled Dice may be chosen from any of the Dice rolled and can be a great way of improving the effect of a dice roll.

FIREPOWER RATING TABLE

RATING	NAME / EFFECT
1	**IMPOSSIBLE ROLL**
	No Dice are rolled!
2	**WEAKENED ROLL**
	Each [⊛] counts as 1 Success
	Each [✸] counts as 1 Success
	No rerolls are permitted
3	**CRUSHING ROLL**
	Each [⊛] counts as 2 Successes
	Each [✸] counts as 1 Success
	No rerolls are permitted
4	**EXPLODING ROLL (DEFAULT ROLL)**
	Each [⊛] counts as 2 Successes
	Each [✸] counts as 1 Success
	You can reroll one [⊘] for each [⊛]
5	**DEVASTATING ROLL**
	Each [⊛] counts as 2 Successes
	Each [✸] counts as 1 Success
	You can a reroll a [⊘] or [☠] for each [⊛]

SUPPRESSION

Forces involved in the battles in the Halo Universe are highly committed and will often fight to the death to defend the lives of their fellows and their own. In ***Halo: Ground Command*** Elements do not *'run away'* in the strictest sense; rather, they will lose a degree of cohesion that affects their ability to react to incoming threats, hunkering down to weather the storm.

When an Infantry Unit suffers **Damage** for any reason, the controlling Commander must perform a **Suppression Test**. To make a Suppression Test roll **2D6** and add the number of Damage Tokens inflicted by the Attack to the result (along with any modifiers that may apply, such as from a ***Suppression*** Loadout or a Force Commander's Order).

If the result is equal to or greater than **12**, the Unit takes an **Activation Token**. If the Unit already has an Activation Marker, the Unit gains a **Cooldown Token** instead. This Cooldown Token is placed on top of the Activation Token and applies to **ALL** weapons held by the Unit ensuring they cannot now react at all. In the End Phase, all **Activation Tokens** and **Cooldown Tokens** applied to a Unit are removed as normal.

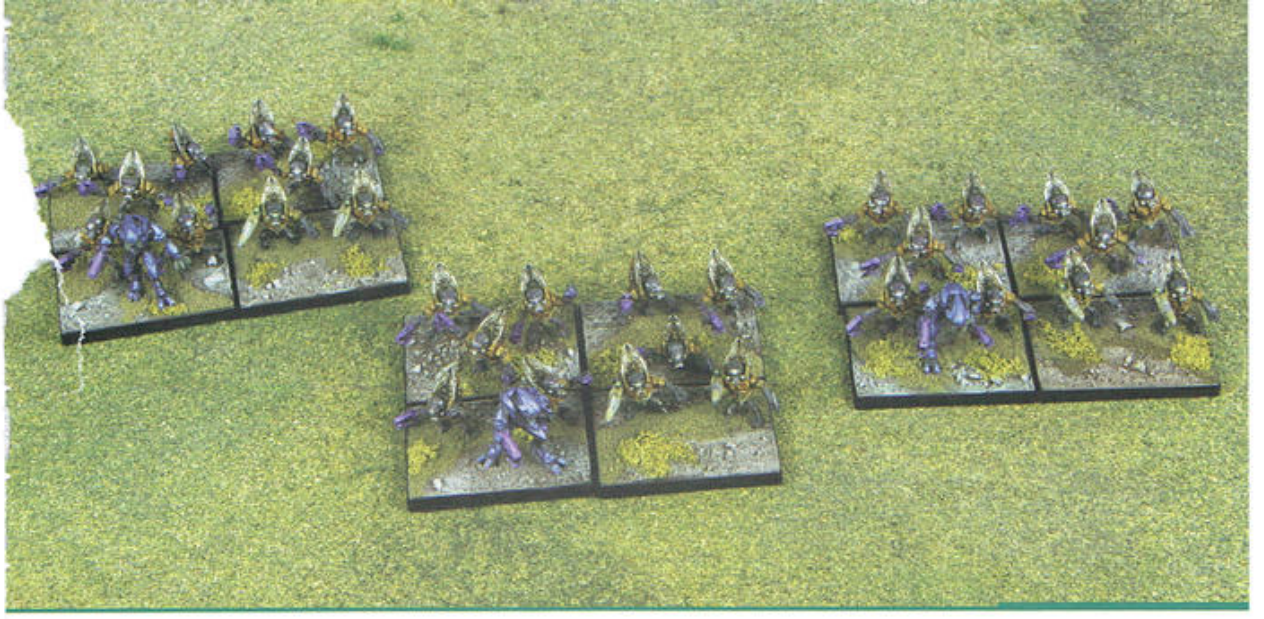
NOTE: Only Infantry Units take Suppression Tests!

SUMMARY

The **Core Mechanics** chapter details the fundamental rules of ***Halo: Ground Command***. These will be referred to throughout the remainder of the rulebook, and a player should be thoroughly familiar with the contents of this chapter.

Some of the important points to remember:

- Games are made up of **Game Turns**
- Play **Alternates** between players at **all** times
- Elements form Units which form Battle Groups which in turn form your Force
- The **Firepower Rating** Table starts at **4**
- Only **Initial Dice** can be re-rolled
- Suppression uses a **2D6** roll where a result of **12+** causes **Activation** or **Cooldown** Tokens to be applied to a Unit
- An Element's Build Rating translates to Victory Points for your opponent



FORCE BUILDING

Building a winning Force in ***Halo: Ground Command*** requires careful planning and thought. Victory is reliant on choosing the right Battle Groups for the tactical situation at hand, and remember that the effectiveness of a Force can be influenced by the Force Commander chosen to lead it. See the **Commanders & Heroes** chapter on **PAGE 33**.

There is plenty of opportunity to customise your Forces to suit your own gameplay, and there are also historical ***Halo*** precedents of various Forces available. Build your Forces to take part in such conflicts as the campaign to retake Harvest, the fall of Reach, or the final stand at Earth.

COVENANT TYPE-26 'WRAITH' ASSAULT GUN CARRIAGE

BASIC BUILDING BLOCKS OF A FORCE

All forces in ***Halo: Ground Command*** are built using the following building blocks:

- **ELEMENT** – This is the smallest building block in the game and refers to a single base of infantry or a single vehicle.
- **UNIT** – These are a collection of Elements that build together to form cohesive fighting Unit. Note it is possible to be both an Element and a Unit, but these are normally set aside for large Elements such as Scorpion or Wraiths Armoured Vehicles.
- **BATTLE GROUP** – This is a collection of Units that form together to perform a specific battlefield role. They will often have special rules or selection requirements attached to them by virtue of the overall Force Commander the player chooses to field.
- **FORCE** – This is the total models used by a player as part of their army, chosen to a points limit known as the **Maximum Force Value** (**MFV**).

THE MAXIMUM FORCE VALUE (MFV)

Prior to starting a game, players will need to build their Forces. While this can be done just before the game begins, it is most often something a player does in advance of a game session. The starting point for a game is called the **Maximum Force Value (MFV)**.

The MFV is the total number of points each player may spend on the different components which will form their Forces. These include **Units**, **Force Commanders**, **Heroic Characters** and any other upgrades available to a player's Faction.

When building a Force, a player should keep in mind the sort of tactics they are looking to utilise. These will depend on their Faction of choice, and may even be affected by the enemy they are facing. Players should closely evaluate the style of Force they want to create, and the role that each part within the Force will play:

- Will you build Groups that rely on Air Support?
- Will you choose Units individually to give you more flexibility or create larger reinforced Units, such as a Covenant Grunt Lance or UNSC Battle Squad?
- Will you take additional Officer models such as Spartans or Elite Minors? If so, where will you use them?
- Who will your Force Commander be?
- Which Heroes will you take? Or will you instead seek to create Heroes of your own on the battlefield by using a Generic Force Commander as your starting point.
- Will you look to taking Specialist Battle Groups? If so, which ones?

FORCE COMMANDERS & HEROES

Force Commanders are a vital component of ***Halo: Ground Command***, and their personalities and individual genius can impact the game through the **Abilities** and **Orders** which they have access to. Every Force **MUST** have one Force Commander.

Heroic Characters are individuals whose actions can influence the course of a battle, and a Force may potentially have more than one of these. You can find more details in the **Commanders and Heroes** chapter on **PAGE 33**.

UNSC M41 ROCKET LAUNCHER - THE SPNKr

FORCE BUILDING

To build a Force, players must purchase the Units that make up the Force they want to field. Each Unit has a cost in points that is listed on the back of an Element's Profile Card (see the **Core Game Mechanics** chapter on **PAGE 22** for more on an Element Profile). Forces are created by bolting together Units in one of two ways:

- **OPEN SELECTION** – This represents a method of Force Selection where players simply take whatever they want, provided they build their Force up to an agreed MFV limit with no limitations on the amount of Models they choose to field.

  This method provides the fastest way into playing ***Halo: Ground Command*** and is ideally used by beginners. When creating a Force for the Open Selection format, a player must adhere to only the following simple rules:
  - The Force **MUST** contain at least 1 Infantry Unit.
  - The Force **MUST** have a single Force Commander.

- **BATTLE GROUP SELECTION** – This represents a more structured method of Force Selection where players build their Force according to various Battle Group limitations (see the examples in this chapter). This method provides players with a more immersive, narrative driven gaming experience where their choices are limited and therefore more critical to success.

BATTLE GROUP STRUCTURES

When building a Force using the **Battle Group Selection** method, the Force will comprise a number of Battle Groups that, when combined together, add up to the total amount of MFV agreed upon by both players. These Battle Groups are divided into 2 sub-types: **Standard** and **Specialist Battle Groups.**

STANDARD BATTLE GROUPS

The majority of Battle Groups will be taken from the Standard Battle Group structure, and multiple iterations of this type of Battle Group can be used to form a player's Force:

UNSC MECHANISED INFANTRY BATTLE GROUP

Standard Mechanised Infantry Battle Groups MUST have:
- *Requisite Character Infantry Unit: 1x Commander Unit*
- *Requisite Infantry Units: 2x UNSC Infantry Units*

Optional Infantry Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Infantry Units.** • A maximum of ONE *Optional* Character Infantry or Heroic Character may be taken in the Battle Group chosen from the following: Spartan, Heroic Character
Optional Armoured Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-8 Build Rating Points on *Optional* **Armoured Units.**
Optional Flyer Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Flyer Units.**

Above we have a breakdown for a Standard UNSC **Mechanised Infantry Battle Group**. The graphic denotes the **Requisite Units** that **MUST** be taken for the Battle Group to be considered game legal. In this case it is an Officer Element (1 Base) and two Riflemen Units (4 Bases in each).

After that, the player is free to choose the *optional* Elements they wish to add, up to a maximum number of Build Rating points in each available category.

In this example, this means the Battle Group could contain up to **6** Build Rating Points in additional Infantry Units **AND** up to **8** Build Rating Points in additional Armoured Units **AND** up to **6** Build Rating Points in additional Flyer Units.

This delivers a highly flexible system for Force selection ensuring the player can choose the Force that best suits their battle plan and combat style.

SPECIALIST BATTLE GROUPS

These are some of the most exciting, and at times most powerful, Battle Groups you can field. **Specialist Battle Groups** are unique and so can only be taken **ONCE** in a Force. These specialist formations, will commonly break the rules of a Battle Group structure in favour of a more narrative build. Named Force Commanders also tend to field such Battle Groups.

Below is an example of a Covenant **Specialist Battle Group**. This is a particularly powerful Covenant Specialist Group named the **The Spectral Host**. It permits the fielding of a large number of Ghost Armoured Vehicles as **Requisite Units**, without the requirement to field any Infantry!

SPECTRAL HOST SPECIALIST BATTLE GROUP

A Spectral Host Battle Group MUST take the following:
Requisite Armoured Units: 3x Elite Attack Ghosts

Elite Attack Ghosts + Elite Attack Ghosts + Elite Attack Ghosts

Optional Flyer Units
Up to a maximum of 5 BR Points

Special Rules: The Swift Death

The specialised combat doctrine of the **Spectral Host** does not permit any other Infantry or Armoured Units to be fielded as part of the Battle Group, but it is possible to allocate an Air Support Mission Flyer in support of the Battle Group. As new Units are released different **Specialist Battle Groups** will be detailed for both the UNSC and Covenant.

GAMING CONVENTIONS

Sportsmanship is key to everyone enjoying their time when playing a game such as ***Halo: Ground Command***, so here are a few simple guidelines to keep everyone happy:

- If you are planning a game make sure both players agree if the **Open** or **Battle Group Selection** method is being used to build their Forces. This should avoid any confusion later.
- If you are planning a game, agree in advance how large the **Maximum Force Value** you want to play will be – this allows both player to go away and plan their Forces.
- If you have created a Force that exceeds the **Maximum Force Value**, make sure you inform your opponent and check they are happy for you to field a Force above the agreed limit!

FORCE COMMANDERS AND HEROIC CHARACTERS

Armies in ***Halo: Ground Command*** are controlled by Force Commanders: individuals capable of inspiring those under their command through a mixture of charisma and tactical genius. The Force Commander will govern a number of things during a game:

- The Size of bonus when players roll Initiative.
- Standard Orders available.
- Special Orders available.
- Unique Abilities.

CHOOSING A FORCE COMMANDER

All Forces are led by a single Force Commander and this is the first thing you will add to your Force. You CANNOT field a Force in ***Halo: Ground Command*** without a Force Commander. This individual is not present on the battlefield, and is instead located on a distant military base, or spaceship. As much as you may want to eliminate your opponent's Force Commander – it is simply not going to happen.

ONE Force Commander must be purchased no matter what the Maximum Force Value (MFV) size of a game of ***Halo: Ground Command*** and the points cost of the Force Commander is added to the points costs of your chosen Elements and when calculating your MFV.

GENERIC COMMANDERS

Generic Force Commanders are not individuals as such, but represent the general combat methodology of the Faction they represent. They do not have access to Specialist Orders, but can execute Unique Abilities. In Competitive/Tournament Games, a player may only ever use a Generic Force Commander and no unique Force Commander or Heroic Characters can be used in those type of games.

USING A FORCE COMMANDER

Once you have chosen who will lead your Force, you need to know when to use them. This is situational and will depend on what Phase of a Game Turn you are operating in.

For example, when calculating Initiative (see **PAGE 62**) you can use the Order Dice of your Force Commander to add bonuses, the ***Mark Your Target*** Order can only be used in the **Attacks Segment**.

The various chapters of this book detailing the different Phases and Segments of a Game Turn will state when Force Commander Orders may be used.

ANATOMY OF A FORCE COMMANDER DATA SHEET

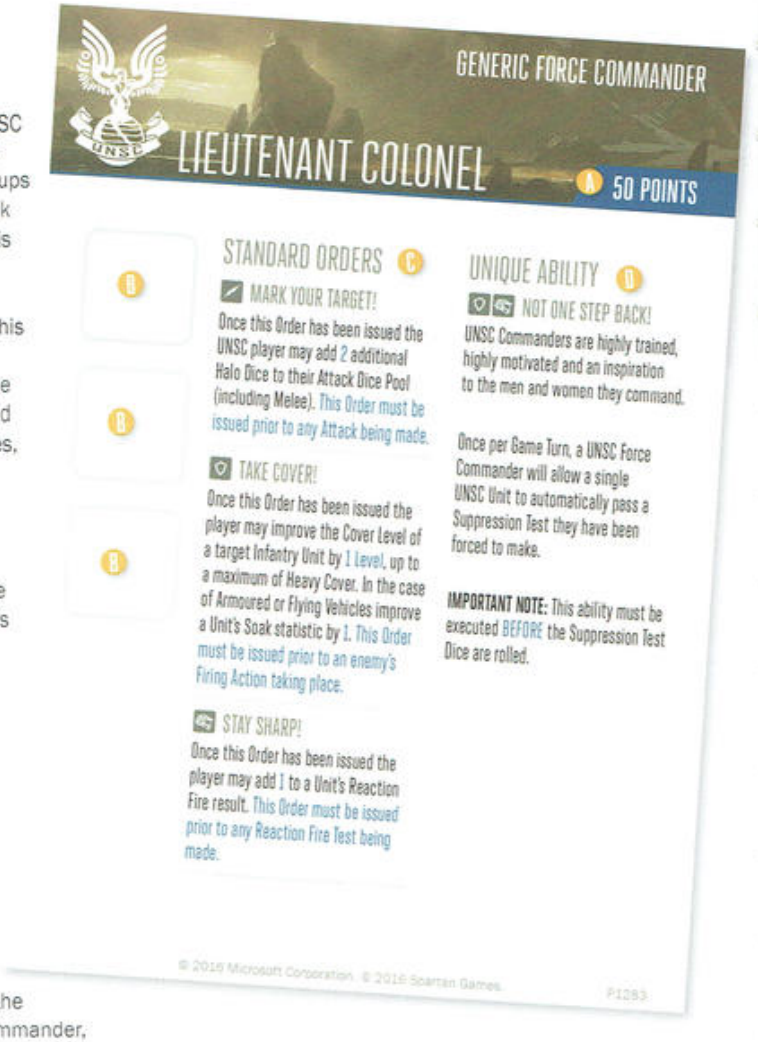
Here is an example Data Sheet for a UNSC Generic Force Commander. Imagine this officer is leading a number of Battle Groups in the heroic defence of Reach. Let's look at the different sections that make up his UNSC Force Commander Data Sheet:

A **Force Points Cost** – The addition of this Force Commander to a UNSC Force will cost 50 Points, and this should be added to the points total for Units and Battle Groups, including any upgrades, when calculating the MFV.

B **Order Dice Squares** – This is where unspent Order Dice are placed after rolling them. As you can see there are three slots and no coloured slots. This is a generic officer whose command ability is limited. The Order Dice should be shown face up and only removed from the Data Sheet when they are *spent* on issuing an Order.

C **Standard Orders** – In this section, the Standard Orders available to a Generic Commander will be noted, along with the relevant cost in Order Dice.

D **Unique Abilities** – This section lists the Special Rule available to a Force Commander, which in this case is the '*Not One Step Back!*' ability.


GENERIC FORCE COMMANDER
LIEUTENANT COLONEL
A 50 POINTS
B
B
B
STANDARD ORDERS C
MARK YOUR TARGET!
Once this Order has been issued the UNSC player may add 2 additional Halo Dice to their Attack Dice Pool (including Melee). This Order must be issued prior to any Attack being made.
TAKE COVER!
Once this Order has been issued the player may improve the Cover Level of a target Infantry Unit by 1 Level, up to a maximum of Heavy Cover. In the case of Armoured or Flying Vehicles improve a Unit's Soak statistic by 1. This Order must be issued prior to an enemy's Firing Action taking place.
STAY SHARP!
Once this Order has been issued the player may add 1 to a Unit's Reaction Fire result. This Order must be issued prior to any Reaction Fire Test being made.
UNIQUE ABILITY D
NOT ONE STEP BACK!
UNSC Commanders are highly trained, highly motivated and an inspiration to the men and women they command.
Once per Game Turn, a UNSC Force Commander will allow a single UNSC Unit to automatically pass a Suppression Test they have been forced to make.
IMPORTANT NOTE: This ability must be executed BEFORE the Suppression Test Dice are rolled.
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HEROIC CHARACTERS

The ***Halo*** Universe is an expansive one, and over the years a multitude of exciting Characters and Heroes have evolved. In ***Halo: Ground Command*** we call these brave (and sometimes infamous) individuals Heroic Characters.

They can range from living legends to artificial intelligences, but no matter what form they take, they are always memorable. However, unlike Force Commanders, these Heroic individuals are present on a battlefield and can be eliminated during a game of ***Halo: Ground Command***.

The loss of a Heroic individual can send shockwaves through a Force, so be cautious with their use as you really do not want to be responsible for being the reason a famous character from the Halo Universe is no longer alive!

ORDERS

Orders are a vitally important aspect of ***Halo: Ground Command***, as they represent the influence of Force Commanders and Heroic Characters to control and manipulate the military assets they have brought to a ground battle. There are two types of Orders: **Standard Orders** and **Special Orders**.

Standard Orders represent the tactics, training and stratagems of a particular Force, and different Forces will often have access to a different mix of Standard Orders. An example of Standard Orders include ***Mark your Targets!***, ***Stay Sharp!*** and ***Take Cover!***. These are common Orders available to Generic Force Commanders.

Special Orders represent the skill, insight, and tactical genius of a famous (and named) Force Commander or Heroic Character. These Orders are not available to Generic Force Commanders. Only Commanders and Heroic Characters will have access to them.

ROLLING ORDER DICE

All Force Commanders and Heroic Characters roll their respective number of Order Dice. These Dice have three distinct icons upon their faces, representing **Command**, **Defence** and **Attack**.

The result of this roll creates what is called the **Order Dice Pool**, and it is the use of these Dice and their icons that dictate how a Force Commander or Heroic Character can issue **Standard** or **Special Orders**. All Orders in ***Halo: Ground Command*** are marked with the different dice symbols required to issue the Order.

In the **Pre-Turn Phase** of a game, players will roll a number of Order Dice for each Force Commander and Heroic Character separately, placing the Dice results onto the Force Commander or Heroic Character's Data Sheet. Later in a Game Turn, these Dice may be spent by a player to issue Orders – see the **Pre-Turn Phase** chapter on **PAGE 60** for more details.

To issue an Order, a player must have the Order Dice available on their Data Sheet showing the icons required to issue that Order. Once spent, these Dice are removed from the Data Sheet, and may not be used again in the same Turn. When issuing an Order, the Dice spent to issue the order must all come from one Force Commander or Heroic Character.

IMPORTANT NOTE

Some Data Cards feature a colour-coded General Order Dice square, or squares. The Order Dice placed in these may be used in conjunction with other Data Cards that features the same coloured square. This is the **ONLY** time that Order Dice may be used across different Force Commander or Heroic Characters when they are issuing Orders.

Each Order will also specify when, during a Game Turn, it may be played. For example, the **Stay Sharp!** Order must be played prior to any Reaction Test being made by a Unit.

After the Orders Dice have been rolled, a player should think carefully about how best to spend the Dice during a Game Turn to issue Orders. Spending Order Dice to assist with whatever is happening during a battle can be a powerful boost, but this must be balanced with the player's desire to save certain Dice to issue the specific Orders they may have planned for later in the Game Turn. It will always come down to a tactical choice for a player to make.

These are **Command Icons**. In addition to being spent on Orders requiring Order Dice, the Command Icon is used to provide a bonus when determining **Initiative** for a Game Turn.

These are **Attack Icons**. Orders requiring an Attack Icon are typically aggressive in nature.

These are **Defence Icons**. Orders requiring a Defence Icon will typically help reduce Damage.

KEEPING YOUR ORDER DICE

Order Dice are kept at the discretion of a player and therefore **DO NOT** have to be re-rolled at the beginning of each Game Turn. This is important as some of the more powerful Orders are difficult to execute, and it may take a number of Turns for a player to generate the Order Dice needed to execute the Order.

For example, in the first Game Turn a player rolls three Order Dice and puts them onto their Force Commander Data Sheet. At the beginning of the next Turn, the player can choose to re-roll ALL of the Order Dice, including those left unused on the Data Sheet, or roll 1 or 2 of them, thus keeping some of the unused Dice back in preparation for an important Order they want to play later.

This ability to *keep back* Dice will become more tactical for players when named Force Commanders and Heroic Characters are used in a game as they tend to have more powerful Orders, and therefore usually have more Dice and more coloured Dice squares can allow them to share their Dice.

UNIQUE ABILITIES

In addition to their Orders, you will also see that Force Commanders and Heroic Characters will have their own **Unique Abilities**. These manifest in a variety of ways, such as the Covenant's *Death to the Heretics* ability which allows a Covenant Generic Commander to compel a Unit into the heart of the enemy to engage them in brutal Melee combat.

Often these Unique Abilities will have an attached Orders Dice Cost. For example, to use the *Death to the Heretics* ability a player **must** have a Command **and** Attack Order Dice available on their Data Sheet. In some instances the Unique ability may be free!

Supply Drop
Scythe
Supply Drop
Warthogs
Scorpion
Spartan
Zealot
Ghosts
Wraith
Supply Drop
Wraith
Hunters
Supply Drop
Wraith
Spartans
ONI/SPECWAR-AI/ARTC-DIRECT_
SAT/REG_FEED/
ERS_FVB/653//8532568

TERRAIN

Terrain in ***Halo: Ground Command*** gives players a chance to build exciting and narrative battlefields, where careful consideration of Movement and the execution of Attacks are all part of the tactical decisions a Commander would be expected to make.

We also have a simple Terrain Set-Up Method in the **Pre-Game Set-Up** chapter of the rules, but this is not intended to be the beginning and the end of Terrain placement. Players should feel free to add as much Terrain as they wish to their games, making battlefields that they want to play on!

On the opposite page we have listed the Terrain types we have identified as being likely to appear on battlefields within the game, but players should use this as a starting point and feel empowered to innovate further, inventing other types of Terrain, perhaps even with their own special rules, etc.

COVER LEVEL

The Cover Level of a piece of Terrain determines how difficult it is for an enemy to fire upon a target utilising the Terrain. For example, hiding in some short grass is not going to give you as much protection as the thick reinforced walls of a Command Bunker!

There are three types of Cover Level conveyed by Terrain during a game:

- None - This refers to piece of Terrain whose Cover Level is not worthy of creating an impediment to enemy fire. An Attacker targeting an element with a Cover Level of *None* would not suffer any modifier to their Firepower Rating for an Attack.
- Light - This refers to piece of Terrain whose Cover Level is considered to be slight, but still provides some impediment to enemy fire. An attacker targeting an Element with a Cover Level of *Light* would suffer a -1 modifier to their Firepower Rating for the Attack.
- Heavy - This refers to piece of Terrain whose Cover Level is considered to be far superior to all others and as such provides a strong impediment to enemy fire. An Attacker targeting an Element with a Cover Level of *Heavy* would suffer a -2 modifier to their Firepower Rating for an Attack.

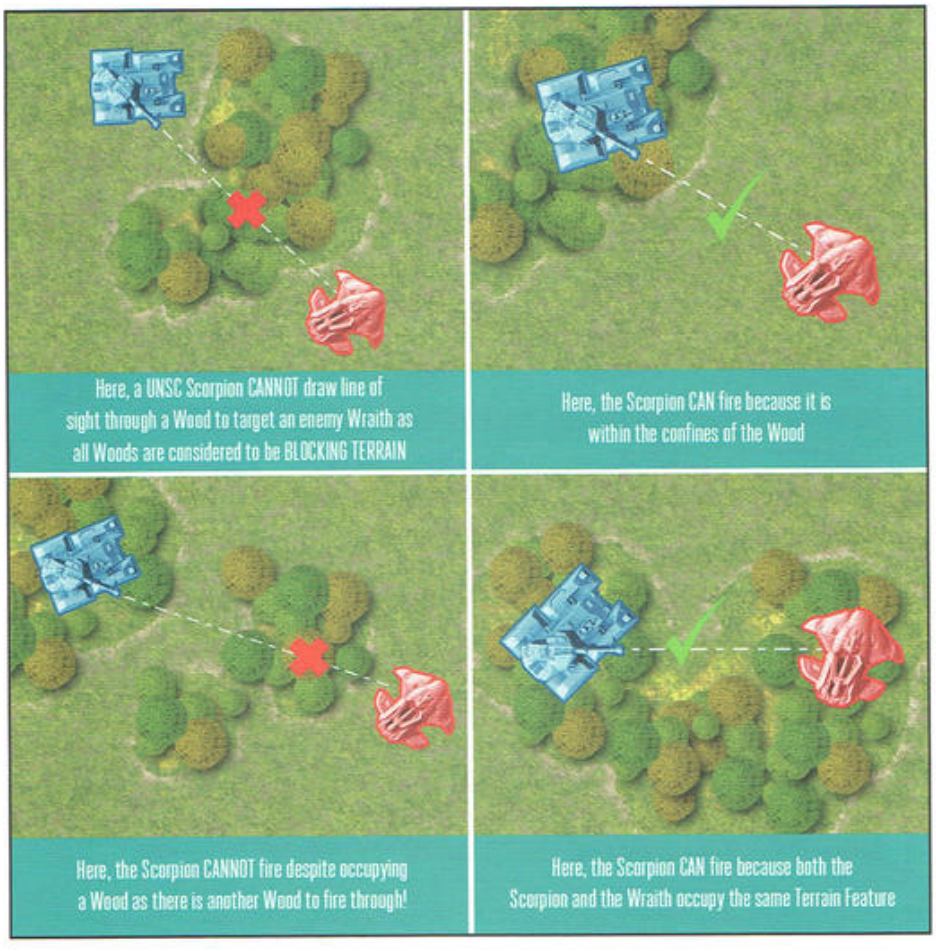
TERRAIN IN HALO GROUND COMMAND

TERRAIN TYPE	COVER LEVEL	LINE OF SIGHT OPEN/BLOCKING	TERRAIN SPECIAL RULE	
Open Ground	—	Open	—	Terrain that CAN be traversed by Vehicles
Roads	—	Open	Faster Movement	
Rough Ground	—	Open	Hindering	
Woods/Forest	Light	Blocking	Defensible, Hindering	
Hills, Raised Ground	—	Blocking	Elevated Position	
Bunker Complexes	Heavy	Blocking	Defensible, Garrison	Terrain that CANNOT be traversed by Vehicles
Light Buildings	Light	Blocking	Defensible, Garrison	
Wreckage	Light	Blocking	Hindering	
Water Features	—	Open	Hindering	
Trenches	Heavy	Open	Defensible, Garrison, Hindering	
Barricades	Heavy	Open or Blocking (players choice)	Defensible, Linear Obstacle, Hindering	

OPEN AND BLOCKING TERRAIN

When it comes to determining **Line of Sight**, Terrain is classified as being either **Open** or **Blocking**.

- **Open Terrain** does not impede Line of Sight for Elements to engage each other in any way. This means that Elements can see entirely though a piece of Open Terrain to Attack targets beyond it.
- **Blocking Terrain** blocks Line of Sight **completely**, and **does not** permit any Attack that completely intersects its area. This means that Elements cannot draw a Line of Sight though a piece of Blocking Terrain to Attack targets beyond it. Please see the examples on the next page.



Here, a UNSC Scorpion CANNOT draw line of sight through a Wood to target an enemy Wraith as all Woods are considered to be BLOCKING TERRAIN

Here, the Scorpion CAN fire because it is within the confines of the Wood

Here, the Scorpion CANNOT fire despite occupying a Wood as there is another Wood to fire through!

Here, the Scorpion CAN fire because both the Scorpion and the Wraith occupy the same Terrain Feature

TERRAIN SPECIAL RULES

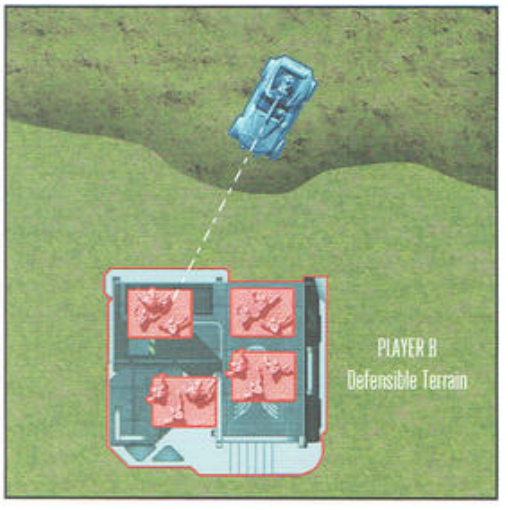
Certain Terrain will have Special Rules attached to it that allows for the combination of general effects to take place when Models interact with it, making such Terrain more interesting and therefore strategic:

- **Defensible** - Terrain that is classified as *Defensible* allows the **Defender** to resolve their **Melee Attacks** BEFORE those of any charging Elements, giving them an often decisive advantage. To gain the benefit of this rule all Bases in a Unit MUST be fully within its confines.

  If both Defender and Attacker are in the same piece of defensible terrain for any reason when a charge is declared, then neither Unit gains any advantage and Melee combat is performed simultaneously instead!

- **Hindering** - Infantry and Armoured Elements may not move Flat Out within the confines of a Terrain Feature with the **Hindering Special Rule**. Basic Moves, Charging or Ramming are not affected.

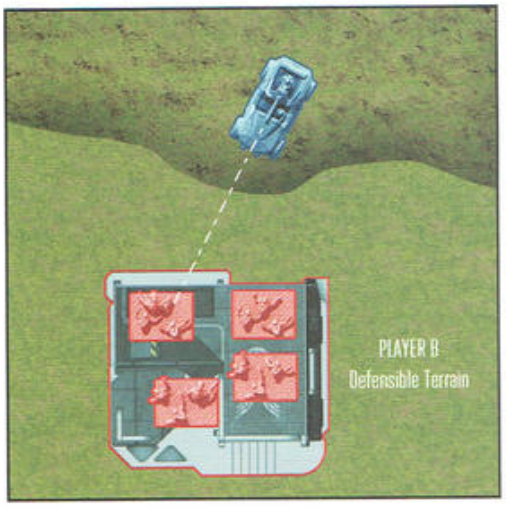
For example, a Unit of UNSC Infantry attempt to move across a patch of Rough Ground. The Terrain has the **Hindering Special Rule** and so the Infantry Unit may ONLY perform a Basic or Charge Move Action when moving across the Rough Ground.



In the example above, a Unit of UNSC Troopers have taken shelter in a **Bunker** which has the **Defensible Special Rule**. A Covenant Unit elects to Charge them, moving into Base contact with the Bunker itself. The UNSC Unit gets to resolve their **Melee Attacks** first because of the Defensible rule coming into play, with the surviving Covenant then allowed to roll their Melee Dice after that.

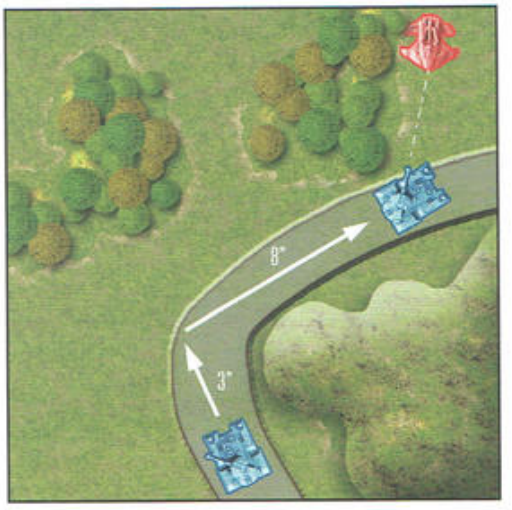
Note: this is the only time a Defender gets to roll before a charging enemy in Melee, making Defensible Terrain invaluable to the survival of static battle lines!

➤ **Elevated Position** - Elements in an Elevated Position will have a more commanding view of the battlefield, ensuring they are able to rain down devastating ordnance from afar. All Elements in a piece of Terrain classed as an Elevated Position gain **+1** to their **Firepower Rating** when targeting enemies below them (i.e. those who are not also on a piece of Terrain with the Elevated Position Special Rule). Models in Elevated Positions are NOT Blocked by intervening Elements, but may still be Blocked by Blocking Terrain as normal.



In the example above, a UNSC Warthog Unit on top of a hill opens fire on a Covenant Unit of Grunts which are sheltering in a Building. The Building would ordinarily confer a **-2** Heavy Cover modifier to the Firepower Rating, but with the Elevated Position Bonus this becomes just a **-1** modifier: **-2** for the Building Heavy Cover and **+1** for the Elevated Position of the Warthog.

➤ **Faster Movement** - This rule will often be given to Roads, Runways, or any other form of flat surface that can be considered to be entirely free of obstructions. If an **Armoured** or **Infantry** Element makes its entire **Move** on Terrain with this rule they may increase the total distance moved by **3"**.



In the example above, a UNSC Scorpion is hunting a Covenant Wraith that has taken Cover behind some woods. The Scorpion has a Basic Move of **8"**. To this they can add a further **3"**, taking the total move to **11"** if the Scorpion spends its **entire** movement on the Road, and because this is a Basic Move the Scorpion can now engage the Wraith.

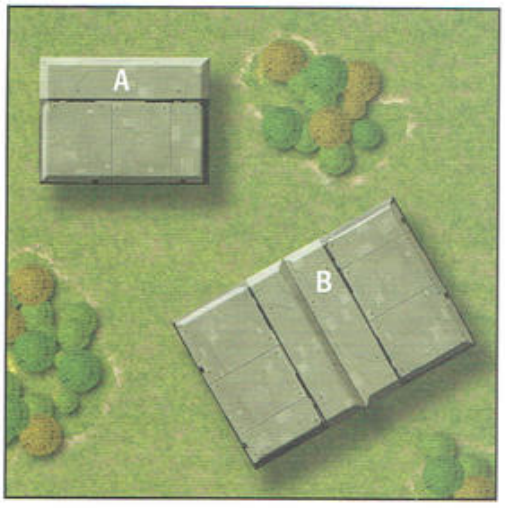
➤ **Garrison** - This refers to a piece of Terrain that can be moved into by Infantry Elements to provide a greater level of Cover – most commonly this will take the form of Buildings, such as fortified Bunkers, but other more unusual pieces of Terrain may also be deployed with the Garrison Special Rule. We would recommend that no Garrison Terrain be larger than **5" x 5"** in size. Garrison Terrain is always considered to have the **Defensible Terrain** special rule, meaning that occupants ALWAYS go first in the initial round of Melee Fighting. Only one Unit can Garrison a single Building at any given time.

Garrison Terrain may not have more than 4 Elements of Infantry from the same Unit occupying it at any given time, unless a Scenario states otherwise. All Ranged Attacks, in or out, are measured to and from the centre of the Terrain itself rather than the individual Elements. The

garrisoning player may decide the order of casualty removal amongst their Bases - rather than choosing the closest as is normal.

Infantry Elements looking to garrison inside a Building do so by moving fully inside it. They are then deemed to have entered the Terrain and garrisoned it. If an Element cannot fully move inside it they are unable to garrison it that Game Turn, simply place the Element next to the Building. A Unit can garrison a Building using a Basic Move Action or Flat Out Move Action. It is therefore possible for some Elements of a Unit to be garrisoned and some waiting outside to enter - but they must remain in coherency. Units with Elements inside and outside cannot take advantage of the **Defensible** rule.

Only one Unit can Garrison a Building at any given time. If a player wishes to occupy a Building currently occupied by an enemy Unit, they much first remove by performing Ranged Attacks or charging into Melee and driving them out!

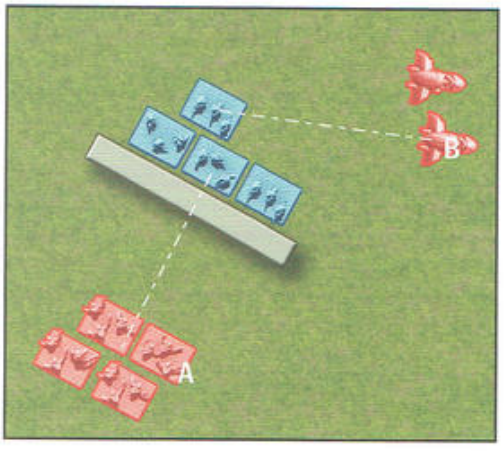


In the example above, we see two buildings (**A and B**) that can be Garrisoned. Building (**A**) can house up to **4** Infantry Bases and building (**B**), which has been made by pushing two single buildings together, can house up to **8** Infantry Bases. Each building is treated as a separate entity during a game.

STORMING ACTIONS: Should a Defending Infantry Unit lose a Melee against an Attacker while occupying a Garrisoned Building, they must move **4"** away from the feature as normal. The Attacker is then permitted to make a free move to occupy the Terrain if they wish: assuming they are Infantry, since Armoured or Flyer Units may never occupy a building.

- **Linear Obstacles** - This Terrain is identified as having no footprint other than itself (i.e. it has no Base) and is best viewed as an impediment to Movement and Firing. Infantry Elements can claim a Cover Level and Defensible bonuses from this Terrain provided that **at least half** of the Unit is in base-contact with the Linear Obstacle.

Elements taking shelter behind a Linear Obstacle do not gain any form of Cover or Defensible rules if the majority of the Attackers engage from a position not obstructed by the Obstacle. A Unit may only make Base contact with a Linear Obstacle occupied by an enemy Unit if it declares a Charge. In the ensuing Melee, ALL models in BOTH Units are considered to be in Base contact with each other.



In the example above, a Unit of UNSC Troopers can claim a Heavy Cover bonus from the Grunts (**A**) because they are behind a concrete Linear Obstacle, but CANNOT claim the bonus from the two Ghosts (**B**) who can draw a clear Line of Sight to the UNSC Troopers.

SETTING UP A GAME OF HALO: GROUND COMMAND

When organising a game of ***Halo: Ground Command***, the players will need to decide on a number of conditions. Like all things, good forward planning will help you bring your games together. In this chapter we provide you with a simple **Skirmish** game, designed to introduce new players to the game. Beyond that we have an easy to use **Scenario Generator** that will allow you to play more tactical Scenarios that can be randomly generated before a game.

GAME SIZE

The Game Size is determined by the number of points each player will spend on their Forces. This number, as discussed in the **Force Building** chapter, see **PAGE 31**, is known as the Maximum Force Value (or MFV). The MFV chosen by the players will dictate two things, the first and most obvious being the number of Battle Groups, and therefore the number of Models that are on the table. And secondly, the MFV will have an impact on the recommended size of the battlefield.

SIZE OF THE BATTLEFIELD

As previously stated, the battlefield is the table area of ground upon which a battle takes place. While ***Halo: Ground Command*** can be played on any size table, we recommend that no edge of the battlefield is less than 3', unless a specific Scenario is being played which dictates a smaller area is used.

Typically a battlefield will be a table space of around 4' by 4', although it may be extended to 4' by 6' or even 4' by 8' for bigger engagements.

The table below shows the recommended battlefield sizes for various MFV. When players are familiar with the game they should feel free to determine what sort of *feel* they like for their games. Generally, the larger the table space compared to the MFV, the more high speed manoeuvring and long range fire will be involved; the smaller the table size compared to the MFV, the more intense and bloody the struggle will be. The quantity of Terrain on the table will also significantly affect the game's feel and tactical focus.

RECOMMENDED BATTLEFIELD SIZES

Maximum Force Value (MFV)	Up to 1500 Pts	1501-3000 Pts	For every extra 1500 Pts beyond 3000
Recommended Battlefield Size	4' by 4'	4' by 6'	Add an additional 2' to the table width

BUILDING YOUR FORCE

The rules for constructing your Forces are covered in more detail in the **Force Building** chapter (see **PAGE 31** for more details), but once players have agreed on the MFV and battlefield size, and whether they'll be playing a simple **Skirmish** or a random **Scenario**, they can sit down in their own time and plan their Force.

While building your Force can be done just prior to game, it is typical, and indeed recommended, for players to design their Forces well in advance of a game. This allows players to plan more carefully on what Units they will include, and therefore the sorts of tactics they will try to employ in their goal of victory over their opponent!

Check out **Appendixes 2** and **3 (Pages 106-109)** for details of how to build Standard Infantry and Standard Armoured Battle Groups for the UNSC and Covenant.

UNSC STANDARD INFANTRY BATTLE GROUP

Generic Force Commander	
Lieutenant Colonel Nathan Bartlet	50
Requisites	
1 x Officer (attached to a Trooper Unit)	80
1 x Trooper Unit (upgraded with HMG Base)	135
1 x Trooper Unit (upgraded with HMG Base)	135
Optional Infantry Units	
1 x Spartan	190
1 x Fire Support Team (deployed with Rockets)	170
Optional Armoured Units	
2 x Warthogs (Chainguns)	240
Optional Air Units	
1 x Pelican Dropship	250
Force Total	1,250 Points

SCENARIO BASICS & RANDOM TERRAIN

Scenarios have a number of universal terms that apply to a game type. These are noted in this chapter, along with the rules that are consistent across all Scenarios in ***Halo: Ground Command***.

THE SCENARIO MAP

All Scenarios have a Map – this represents the battlefield being fought over. The Scenario Map will generally show Deployment Zones, Entry Points, Sectors and other notable areas of interest.

RANDOM TERRAIN GENERATION

Players who do not wish to place their Terrain by mutual consent may use the following method instead. This method is designed for playing a competitive game rather than a narrative one.

A battlefield is always divided into Sectors into which Terrain is placed: Sectors should be 2' x 2' squares within the battlefield. For example, a 4' x 4' battlefield will have 4 Sectors, while a larger battlefield may have 6 or more.

For each Sector on a battlefield, each player rolls a Halo Die:

- On a roll of or , the player MUST place a piece of Terrain.
- On a roll of , the player may CHOOSE whether or not to place a piece of Terrain.
- On the result of a , the player does not place Terrain.

The type of Terrain a player chooses to place is up to the player, or what has been made available to them in the case of competitive play. Terrain rules and sizes are described in detail in the **Terrain** chapter on **PAGE 38**. Terrain placed by a player should sit entirely within the relevant Sector. There must be a gap of at least **4"** between placed Terrain pieces unless both players agree otherwise – players might decide to put a wood on top of a hill for example. Terrain plays an important role in a game of ***Halo: Ground Command***.

As well as looking great, Terrain will help break up Line of Sight for Units, making players embrace more tactical manoeuvring, which makes for all round better games.

PLACED OBJECTIVES

In some Scenarios, there will be call for **Placed Objectives** to be used. A Placed Objective is treated as a piece of Terrain in its own right and should be no larger than **5" x 5"** in footprint, and is added to the table **AFTER** all Terrain has been decided upon. Players should communicate to ensure these additional pieces of Terrain are added to best complement the Terrain they have already placed.

Only **Infantry Elements** can capture Placed Objectives in-game. Armoured and Flyer Elements cannot capture or even contest such objectives. Objectives are captured by Garrisoning the Objective (see **PAGES 42-43**) if it is a building, or moving into Base contact if it is not. The Unit must remain in place until **Victory Points Scoring** is performed in the **End Phase**.

ATTACKERS AND DEFENDERS

Often Scenarios will specify if there are Attackers and Defenders. This is to allow specific gaming conditions to apply to things like Deployment, Reserve Forces and so on.

BOARD EDGE

After Terrain has been placed, each player should roll a number of **Order Dice** equal to the number they have available from their Force Commander and Heroes in their Force. The player who has rolled the highest number of Command Icons (/) may choose their preferred **Board Edge**, and the other player will take the opposite Board Edge. In the case of a tie, re-roll all Order Dice until a clear winner is determined. In cases where no Board Edges are used a different method for determining such effects will be shown.

DEPLOYMENT ZONE

The Deployment Zone is an area into which players deploy their Force. Each Deployment Zone will be clearly noted on a Scenario Map.

THE DEPLOYMENT PROCESS

Unless otherwise stated in a specific Scenario, all Deployment is done in an alternating process, one Battle Group at a time. Unless otherwise noted in a specific Scenario, the player who lost the roll for the Board Edge may decide to deploy **first** or **second**. If it is a player's turn to deploy, they must select one of their Battle Groups and place all of its Units inside their Deployment Zone, with Elements from a Unit being placed within Coherency of each other.

Once the first player has deployed a Battle Group, their opponent deploys one of their own Battle Groups following this same procedure. Deployment alternates back and forth, with each player taking it in turn to deploy a Battle Group. As a sign of good sportsmanship, players should declare what Battle Group they are placing. Once all Battle Groups have been deployed, the first Game Turn begins with the rolling of **Order Dice** in the **Pre-Turn Phase**.

SCORING VICTORY POINTS

Victory Points (VPs) are always awarded in the **End Phase** of each **Game Turn**. In every scenario Players will be directed as to how VPs are scored.

In some Scenarios, additional VPs can be scored by *Destroying* a certain Unit (such as an Officer or Character), by breaking through the battle lines, or capturing a location on the Scenario Map. See each Scenario for additional VPs on offer.

Remember, scoring Victory Points is how you will win your games!

MAXIMUM TURN LIMIT

A Scenario in ***Halo: Ground Command*** will normally last a set number of **Game Turns** or until one player has achieved their **Victory Points Target**.

ZERO GROUND PRESENCE

Should a player ever reach a point whereby they have no Infantry or Armoured Elements present on the battlefield at the end of a Game Turn they have automatically LOST, suffering a **Crushing Defeat**.

NOTE: Having surviving Flyer Elements does not matter, as they are unable to maintain a tenable grasp of the battlefield and will automatically withdraw when no Ground Units remain to continue the battle.

PLAYING AN INTRODUCTORY GAME

The map below shows a simple Skirmish Scenario, and assumes a 4' x 4' battlefield is being used. This should be the first Scenario new players set up and play. It is a good idea to have the Core Rulebook and Summary Sheet in front of you for reference.

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on Page 46.

ATTACKERS AND DEFENDERS

There are no Attackers and Defenders.

BOARD EDGE

After Terrain has been placed, each player should roll a number of Order Dice equal to the number they have from their Force Commander and Heroes in their Force. The player who has rolled the highest number of Command Icons (/) may choose their preferred Board Edge, and the other player will take the opposite Board Edge. In the case of a tie, re-roll until a there is a winner.

OBJECTIVES

There are no *Placed Objectives* in this Scenario.

DEPLOYMENT

Each Player deploys their forces in the Deployment Zones as shown. No Air or Ground Reserves are available in this Scenario.

VICTORY CONDITIONS

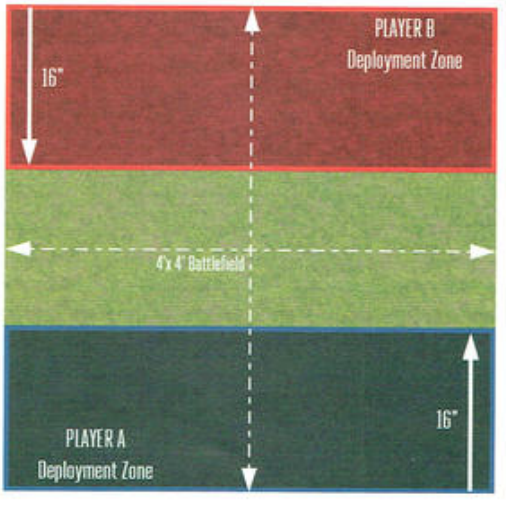
In this Skirmish Scenario, the following Victory Conditions apply:

- Build Rating Destruction – A player gains VPs immediately for each Build Rating Point allocated to a *Destroyed* enemy.

TURN LIMIT

The Game Turn Limit of this game is 4.

Armed with this Scenario, now all you need to do is grab your opponent, follow the rules above and get your Forces fighting. Once you have familiarised yourself with the rules of the game move on to the Scenario Generator where new challenges await you Commander!



SCENARIO GENERATOR TABLE	PLAYER 1 RESULT			
PLAYER 2 RESULT				
	ANNIHILATION	AMBUSH (Player 1 is Attacker)	ASSASSINATE (Player 1 is Attacker)	DEMOLITION (Player 1 is Attacker)
	RAIDERS (Player 2 is Attacker)	KING OF THE HILL	TAKE AND HOLD	MEAT GRINDER (Player 1 is Attacker)
	ASSASSINATE (Player 2 is Attacker)	TAKE AND HOLD	KING OF THE HILL	RAIDERS (Player 1 is Attacker)
	DEMOLITION (Player 2 is Attacker)	MEAT GRINDER (Player 2 is Attacker)	AMBUSH (Player 2 is Attacker)	ANNIHILATION

USING THE SCENARIO GENERATOR

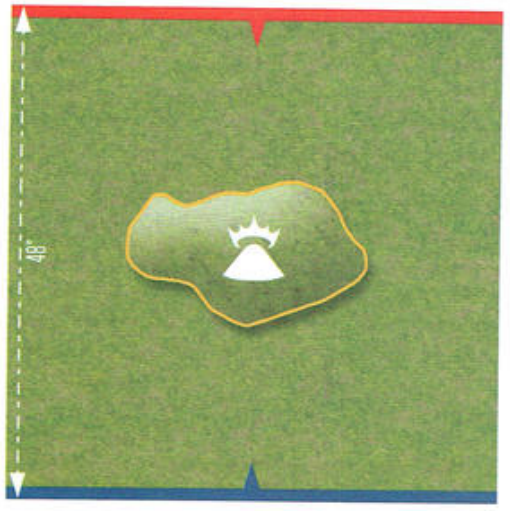
After both players have completed the process of organising their game, they should decide who will be **Player 1**, and who will be **Player 2**. Once decided, both players must roll a Halo Die and cross-reference the results on the table above to determine the Scenario that they will be playing.

For Example:
Emile decides to be Player 1 and rolls a .
Kat is Player 2 and rolls a .
Looking at the table, it is clear the game will be a **Meat Grinder Scenario** where Emile will be the **Attacker**.

Each Scenario description will dictate how to place Terrain, any special rules for Deployment, provide the Victory Conditions for the Scenario and dictate the Victory Point rules.

Scenarios will also state a Game Turn Limit. This is the maximum number of Turns the game runs for. If neither player is able to achieve the Victory Conditions of the Scenario by the **End Phase** of the final **Game Turn** listed in the Turn Limit, the Game is over, and the player with the highest number of Victory Points at that stage wins the battle.

On the following pages are the Scenarios listed in the Scenario Generator Table. The Scenario Map represents a minimum 4' by 4' battlefield. However, we highly recommend that a 6' x 4' gaming area is used as this allows for more tactical gameplay, especially when you are playing a larger MFV game. If using a larger battlefield, alter the proportions of the Scenario Maps accordingly.



KING OF THE HILL

TURN LIMIT: 5 TURNS

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 46**. The only stipulation for Terrain Placement is that the exact centre of the table MUST have a placed Raised Terrain Feature (such as a Hill or Rise). The exact centre should then be marked with Garrison Building to act as a *Placed Objective*, forming the focus of the battle to come! All other Terrain should be placed in addition to this requisite piece of Terrain.

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed, both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) choosing their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until a there is a winner.

DEPLOYMENT

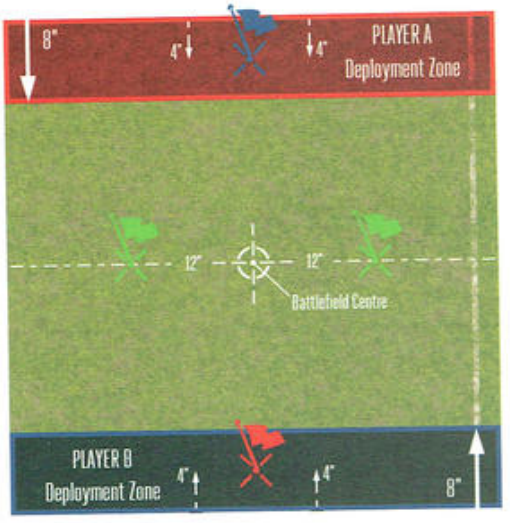
This Scenario does not use Deployment Zones. Units move on from their Board Edge during the first Game Turn, treating their Board Edge as the beginning of their Movement.

No **Ground Reserves** are available in this Scenario. **Air Reserves** are permitted.

VICTORY CONDITIONS

The following Victory Conditions apply:

- **Placed Objective Control** – A player with an Infantry Unit occupying the Placed Objective during the End Phase gains an additional **+3 VPs** each Game Turn.
- **Build Rating Destruction** – A player gains VPs immediately for each Build Rating Point allocated to a *Destroyed* enemy.
- **Battle Group Destruction** – A Player gains **+4 VPs** for each Battle Group completely wiped out.



TAKE AND HOLD

TURN LIMIT: 6 TURNS

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 46**.

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders.

BOARD EDGES AND DEPLOYMENT ZONES

After Terrain has been placed, both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) choosing their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until a there is a winner.

OBJECTIVES

In this Scenario, each player places a Primary Placed Objective **8"** onto the table measured from the centre of their Board Edge. Then each player places a Secondary Placed Objective **12"** away from the table's central point, measuring along the centre line. All Placed Objectives should be Garrison Buildings.

DEPLOYMENT

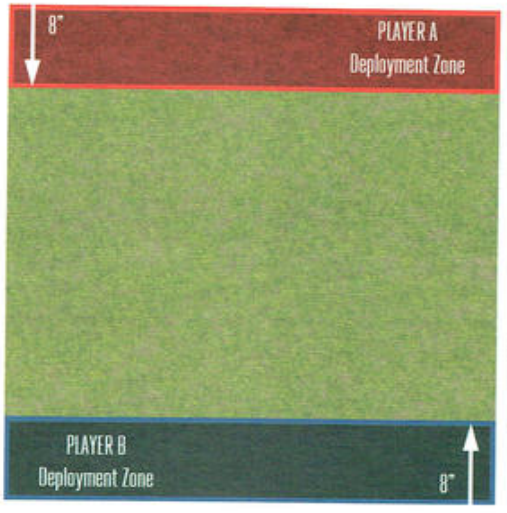
Each Player must deploy their Forces in the Deployment Zones as shown. No **Ground Reserves** are available in this Scenario. **Air Reserves** are not permitted in this Scenario.

VICTORY CONDITIONS

The following Victory Conditions apply:

- **Primary Objective Control** – A player with Infantry Unit occupying their Primary Objective during the End Phase gains an additional **+6 VPs** each Game Turn they control the Objective.
- **Secondary Objective Control** – A player with an Infantry Unit occupying a Secondary Objective during the End Phase gains an additional **+2 VPs** each Game Turn.
- **Build Rating Destruction** – A player gains VPs immediately for each Build Rating Point allocated to a *Destroyed* enemy.

Remember that only one Unit can Garrison a Building at any given time. If a player wishes to claim an Objective, and an enemy Unit already occupies it, they much first be removed by performing Ranged Attacks or charging into Melee and driving them out!



ASSASSINATE

TURN LIMIT: 5 TURNS

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 46**.

ATTACKER AND DEFENDER

This Scenario has no Attackers and Defenders.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed, both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) choosing their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until a there is a winner.

DEPLOYMENT

Each Player must deploy their forces in the Deployment Zones as shown.

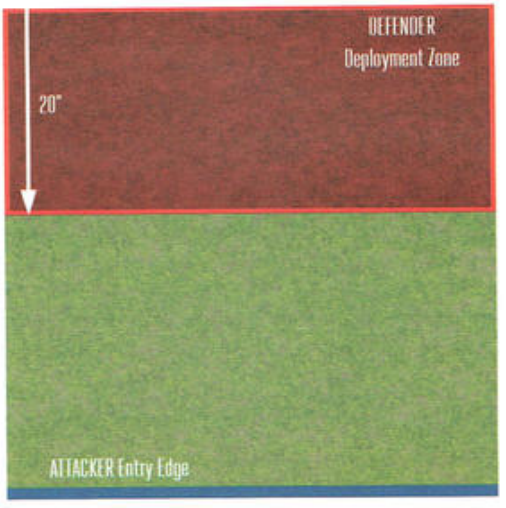
No **Ground Reserves** are available in this Scenario. **Air Reserves** are permitted.

Players should identify to their opponent which Elements have the Commanding Presence Loadout.

VICTORY CONDITIONS

The following Victory Conditions apply:

- **Target Eliminated** – Each Command Element (identified by having the **Commanding Presence [X"]** Loadout) in the Enemy Force is a viable target for assassination! Should your Enemy succeed in killing any of your Command Element(s), they enemy gain an additional **+3 VPs** in addition to the normal Victory Points awarded for each Build Rating Point allocated to a *Destroyed* enemy.
- **Build Rating Destruction** – A player gains VPs immediately for each Build Rating Point allocated to a *Destroyed* enemy.



MEAT GRINDER

TURN LIMIT: 6 TURNS*

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 46**.

ATTACKER AND DEFENDER

This Scenario uses Attackers and Defenders.

BOARD EDGES AND DEPLOYMENT ZONES

After Terrain has been placed, both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) choosing their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until a there is a winner.

DEPLOYMENT AND RESERVES

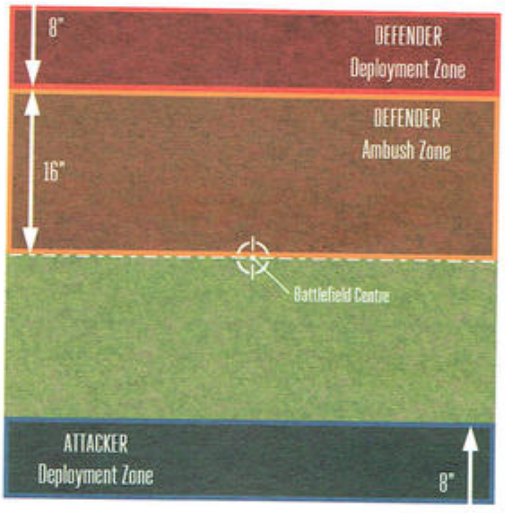
Each Player must deploy their forces in the Deployment Zones as shown. A minimum of **25%** and a maximum of **50%** of the Defender's Maximum Force Value in Build Rating Points MUST be held back as Ground Reserves in this Scenario. Ground Reserve Units MUST be announced as being available at the start of any Game Turn after the first Turn and begin moving onto the battlefield using the Defender's Long Board Edge as a starting point. Alternatively the Reserves may be deployed using the **Combat Drop Mission** as normal.

No **Air Reserves** are available in this Scenario.

VICTORY CONDITIONS

The following Victory Conditions apply:

- **Build Rating Destruction** – The Attacking player gains VPs immediately for each Build Rating Point allocated to a *Destroyed* enemy Unit. The Defending player ignores the first **10** VPs they earn from Build Rating Destruction, only taking note of their VPs after the first **10** have been generated.
- **Battle Group Destruction** – A Player gains **+4 VPs** for each Battle Group completely wiped out.
- **Overwhelmed** – Should the Defender be wiped out, with no table presence (even if they have forces held in Reserve) the game is automatically considered to be a **Crushing Victory** for the Attacker.



AMBUSH

TURN LIMIT: 5 TURNS

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 46**.

ATTACKER AND DEFENDER

This Scenario uses Attackers and Defenders.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed, both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) choosing their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until a there is a winner.

DEPLOYMENT

The Defender may elect to divide their Forces into two parts Main Force and Ambushers (see Notes 1 and 2). The process for Deployment is as follows:

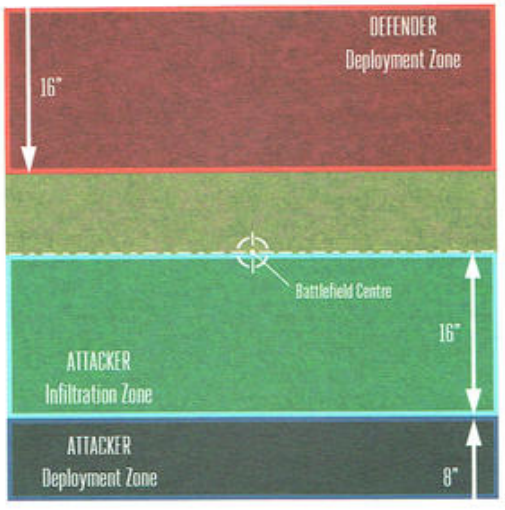
- The Defender must deploy their Main Force in the Deployment Zone as shown.
- The Attacker then deploys their full Force.
- After this the Defender may deploy their Ambushers in the Ambush Zone.
  - **Note 1:** A limit of up to **25%** of the Defender's Force may be Ambushers in this Scenario.
  - **Note 2:** No Unit designated as Ambushers may exceed a Build Rating of 2.

The Defender may utilise **Air Reserves** in this Scenario. The Attacker may not. In addition neither side may use **Ground Reserves**.

VICTORY CONDITIONS

The following Victory Conditions apply:

- **Build Rating Destruction** – A player gains VPs immediately for each Build Rating Point allocated to a *Destroyed* enemy.
- **Battle Group Destruction** – A Player gains **+4 VPs** for each Battle Group completely wiped out.



RAIDERS

TURN LIMIT: 5 TURNS

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 46**.

ATTACKER AND DEFENDER

This Scenario uses Attackers and Defenders.

DEPLOYMENT ZONES

After Terrain has been placed, both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) choosing their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until a there is a winner.

DEPLOYMENT

The Attacker may elect to divide their Forces into two parts Main Force and Infiltrators (see Notes 1 and 2). The process for Deployment is as follows:

- The Attacker must deploy their Main Force in the Deployment Zone as shown.
- The Defender then deploys their full Force.
- After this the Attacker may deploy their Infiltrators in the Infiltrator Zone.
  - **Note 1:** A limit of up to **50%** of the Attacker's Force may be Infiltrators in this Scenario.
  - **Note 2:** No Unit designated as Infiltrators may exceed a Build Rating of 2.

The Attacker may utilise **Air Reserves** in this Scenario. The Defender may not. In addition neither side may use **Ground Reserves**.

VICTORY CONDITIONS

The following Victory Conditions apply:

- **Build Rating Destruction** – A player gains VPs immediately for each Build Rating Point allocated to a *Destroyed* enemy.
- **Battle Group Destruction** – A Player gains **+4 VPs** for each Battle Group completely wiped out.

ANNIHILATION

TURN LIMIT: 6 TURNS

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 46**.

ATTACKER AND DEFENDER

There are no Attackers and Defenders in the Scenario. When selecting their Forces BOTH players MUST take at least **25%** of their Force made up of Armoured and Flyer Units.

BOARD EDGE AND DEPLOYMENT ZONES

After Terrain has been placed, both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) choosing their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until a winner can be determined.

DEPLOYMENT AND RESERVES

Each Player must deploy their forces in the Deployment Zones as shown.

No **Ground Reserves** are available in this Scenario. **Air Reserves** are permitted.

VICTORY CONDITIONS

The following Victory Conditions apply:

- **Build Rating Destruction** – A player gains VPs immediately for each Build Rating Point allocated to a *Destroyed* enemy.
- **Battle Group Destruction** – A Player gains **+4 VPs** for each Battle Group complexly wiped out.
- **Armour Destruction** – A player gains an additional **+1 VP** immediately for each *Destroyed* enemy Armoured Unit. This is in addition to the normal Victory Points awarded for each Build Rating Point allocated to a *Destroyed* enemy.
- **Flyer Destruction** – A player gains an additional **+2 VPs** immediately for each destroyed enemy Flyer Unit. This is in addition to the normal Victory Points awarded for for each Build Rating Point allocated to a *Destroyed* enemy.

DEMOLITION

TURN LIMIT: 6 TURNS

TERRAIN

Players should mutually agree on how much Terrain they wish to put into play, or use the method for Random Terrain on **Page 46**.

ATTACKER AND DEFENDER

This Scenario uses Attackers and Defenders.

DEPLOYMENT ZONES

After Terrain has been placed, both players roll the number of Order Dice available to each player through their Force Commander and any Heroes present. The player with the most Command Icons (/) choosing their preferred Deployment Zone. The other player then must take the opposing Deployment Zone. In the event of a tie, re-roll until there is a winner.

OBJECTIVES

The Defending has a *Placed Objective* (represented by a Building or Bunker) **8"** onto the table measured from the centre of their Board Edge. The *Placed Objective* is considered to be **Armoured**, and has a Damage Track of **9•9•9**.

DEPLOYMENT AND RESERVES

Each Player must deploy their forces in the Deployment Zones as shown.

No **Ground Reserves** are available in this Scenario. **Air Reserves** are permitted.

VICTORY CONDITIONS

The following Victory Conditions apply:

- **Placed Objective Captured** – Should the Attacker end TWO consecutive Game Turns with an Infantry Unit occupying the *Placed Objective* they are assumed to with a **Crushing Victory**, salvaging the Objective, and extracting the information they needed.
- **Placed Objective Destroyed** – Should the Attacker *Destroy* the *Placed Objective* in some way, the Attacker gains **+3 VPs**.
- **Placed Objective Defended** – During each End Phase, should the Defender still occupy the Placed Objective with an Infantry Unit, they will gain an additional **+1 VP**.
- **Build Rating Destruction** – A player gains VPs immediately for each Build Rating Point allocated to a *Destroyed* enemy.

BREAKDOWN OF A GAME TURN

To create a game flow where there is an exciting arc of action and decision making, ***Halo: Ground Command*** is broken down into what are known as Game Turns. A game will last multiple Game Turns, and if you are playing a Scenario it will often dictate the number of Game Turns to be played before a game is classed as 'over' and someone has won or lost.

Game Turns are broken down into multiple parts, not all of which are used every Turn, but only when the parts or action on the battlefield require them. The granularity of ***Halo: Ground Command*** is as follows:

GAME TURN
↓
Phase
↓
Segment
↓
Step
↓
Action
↓
Sub-Action

IMPORTANT NOTE

Not all **Phases** break down to **Segments** and then **Steps**. Some may go straight from Phase to Step. It all depends on what is being achieved in that Phase.

THE GAME TURN

1. **Pre-Turn Phase**
   - 1-1 Roll the Order Dice
   - 1-2 Allocate the Order Dice
   - 1-3 Determine Initiative Order
   - 1-4 Execute any pertinent Orders
   - 1-5 Incoming Reserves
   - 1-6 Move on to the next Phase
2. **Battle Phase**
   - 2-1 Unit Movement
   - 2-2 Unit Attack (Ranged or Melee)
3. **End Phase**
   - 3-1 Check Victory Conditions
   - 3-2 Prepare for the next Game Turn

The Phases, and the Segments and Steps and so forth that make them up are described in full detail in the following chapters, but there is a brief overview of the key ones on the next Page to prime you for the next chapters.

1. PRE-TURN PHASE

In this Phase, both players roll a number of **Order Dice** depending on their Force Commanders and Heroic Characters. The Order Dice will be used later in the Game Turn to issue Orders. The Order for Initiative for the remainder of the Turn will also be determined. **Reserves** will also be made available at this point and players should announce to their opponent if their Reserves are set to arrive.

2. BATTLE PHASE

In this Phase, the player who is going first will select a Unit to activate, and the Elements in that Unit will go through their **Movement Segments** and **Attack Segments**, which includes Attacking the enemy in either Ranged and Melee Combat. The opposing player will then select a Unit, and move through the same Segments with the Elements that form the Unit.

Players will alternate in order, with one selecting the next Unit to activate, and going through the Movement and Attack Segments with the Elements that make the selected Unit, and then the other player will do the same, until all the Units (and therefore ALL Elements) on the gaming table have been Activated.

In this Phase, each player will also Activate, Move and perform Actions with their **Air Support Units** (assuming they have chosen to include such Elements in their Force).

An important sub-action that can be attempted in the Battle Phase is **Reaction Fire**, which can be executed at either the beginning or end of an enemy Unit's Movement.

This out-of-sequence Attack provides an important tactical nuance to a game of ***Halo: Ground Command***.

3. END PHASE

In the **End Phase**, players will check to see whether either of them has achieved their Victory Conditions, resolve various effects, and clear the table of any unused Tokens in readiness for the commencement of the next Game Turn.

While no action is taking place in this Phase, it is still an important Phase of the game. Token management is key, and the accurate handling of such things is vital to rapid gameplay.

PRE-TURN PHASE

The first Phase of every Game Turn is the **Pre-Turn Phase**. Players will roll the **Order Dice** for their **Force Commander** and any **Heroic Characters** present in their Force. The Dice results for each Commander or Heroic Character will dictate what Orders are available for them to issue during a Game Turn, and players should carefully consider how they wish to use these Dice to best support their Force in battle.

1. ROLL THE ORDER DICE

In this Step, the players should roll the number of Dice generated by their Force Commander or Heroic Character's Data Sheet – each should be rolled for separately. These Dice represent the ability of the Force Commander or Heroic Character to influence the flow of a battle. Once a player has rolled the Dice, they must place those Dice (showing the resulting faces) in the reserved areas marked on the Force Commander or Heroic Character Data Sheets.

Order Dice may be spent to issue Orders. There are two types of Orders: **Standard Orders** and **Special Orders**. Each Order has a game effect, but also has a cost. If a player wishes to execute an Order and gain the benefit associated to it, they must pay the cost in Order Dice as indicated by the icons.

The results of the Order Dice roll will influence which Orders may be issued, or not. Once an Order has been issued, the player removes the '*spent*' Order Dice from the Force Commander or Heroic Character card, and they may not be used again that Game Turn.

Some Orders will require the expenditure of only one Order Die, whereas others may require two or more. For more on Orders and how to issue them, see the **Force Commanders** chapter on **PAGE 33**.

Each Order Die has three different symbols on it:

These are **Command Icons**. In addition to being spent on Orders requiring Order Dice, the Command Icon is used to provide a bonus when determining **Initiative** for a Game Turn.

These are **Attack Icons**. Orders requiring an Attack Icon are typically aggressive in nature.

These are **Defence Icons**. Orders requiring a Defence Icon will typically help reduce Damage.

2. ALLOCATE ORDER DICE

Once Order Dice for an individual Force Commander or Heroic Character have been rolled, place them in the spaces provided in the Data Sheet(s) for that Faction, with the result face up. Remember not to mix the Dice up for different Force Commanders or Heroic Characters you may have – any Order issued must be issued by a single Force Commander or Heroic Character (in other words, the dice spent to issue an order must all come from the same Data Sheet).

IMPORTANT NOTE

Data Sheets may include wider-edged, coloured Dice Squares that allow Force Commanders and Heroic Characters to share the Order Dice if the squares are the same colour.

3. DETERMINE INITIATIVE ORDER

To determine the Initiative Order, both players roll **2D6**, adding to their total the number of or Command symbols present on their Force Commander Data Sheet. The player with the highest score is considered to have won the Initiative. If the players are tied, the Initiative passes to the player who did NOT have the Initiative in a previous turn. In the case of the First Turn, the players must re-roll their respective **2D6** until there is a winner.

Remember that some Orders can influence the Initiative roll. Once Initiative has been decided, the player with Initiative can elect to go first OR second.

4. EXECUTE ORDERS

The Order text on the **Data Sheet** will dictate when, during a Game Turn, an Order may be issued. Some Orders will indicate that they may must be played at this time in the **Pre-Turn Phase**. This is when those Orders may be executed, and the rules for them followed – as described on the Force Commander or Heroic Character Data Sheets.

5. INCOMING RESERVES

Reserves are used by cunning commanders to tip the balance of most engagements. During the Force Selection process, players should select Units they wish to deploy via the use of Reserves.

Reserves are divided into two types:

- **Air Reserves** – These are Units players have designated as being carried into battle by Flyers as part of a **Combat Drop Mission**. Air Reserves are almost always available to players, although in some instance they may be restricted. Players should refer to the Scenario being played.

  Bringing in Air Reserves is risky however. Should the Transport Flyer be *Destroyed* while executing the **Combat Drop Mission**, the Elements onboard are also *Destroyed!* In addition, any other Elements from the same Battle Group may only execute **Combat Drop Missions** if there is another Air Support Flyer available in the Battle Group! Units who cannot be deployed due to a lack of Transport Flyer are permanently considered to be Activated, and will not take part in the battle!

- **Ground Reserves** – These are Units who enter the battlefield under their own power. A Scenario will always detail whether any Ground Reserve Units are in play, and how, and where, they will enter a game. If the Scenario does not mention Ground Reserves, then they may not be used.

In both cases, players must announce to their opponent that they are intending to bring in Reserves at this point. Failure to do so will mean that Units will not appear that Game Turn and must wait another Turn before becoming available.

6. MOVE ON TO THE NEXT PHASE

Once the Initiative has been determined, players are ready to move on to the next Phase, the **Battle Phase** – where players will Activate their Units.

BATTLE PHASE OVERVIEW

The **Battle Phase** is the pivotal moment during a battle when players will select and Activate their **Units** and the **Elements** within them, alternating back and forth until all Units have been Activated. This is the time to enact your skilfully planned battle strategy and bring ruin to your enemy.

The Battle Phase is further broken down into two key Segments: the **Movement Segment**, and the **Attack Segment** - both of which are covered in detail in the subsequent two chapters.

In the **Battle Phase**, the player who is going first will select a 'ready' Unit to **Move**, and will then, where able, Attack the enemy. Once a player has completed the **Attack Segment** of the Unit, they should place an **Activation Token** next to one of the Bases of the Unit.

The opposing player will then select a 'ready' Unit, and will perform their Activation with ALL of the Elements that make up that Unit. Once a player has completed the **Attack Segment** of the Unit, they should place an **Activation Token** next to one of the Bases.

The players will then alternate their Activations, and once ALL Units have Activated, play will move to the **End Phase**.

IMPORTANT NOTE

If Player A has more Units in their Force than Player B, players will alternate the Activation of Units until Player B has no more to Activate, after which Player A will select and Activate their remaining Units, one at a time, until all have been Activated. Remember that Player B can still attempt to React to the Movement of the enemy Units!

AN EXAMPLE OF A BATTLE UNIT ACTIVATION

Carter is playing against Jun. Carter won the **Initiative** in the **Pre-Turn Phase** and elected to go first.

Since Carter is going first, he selects one of his Units. Carter moves ALL of the Elements in his selected Unit according to the rules for the **Movement Segment**, and then makes Attacks with the Elements in his selected Unit according to the rules of the **Attack Segment**.

Once Carter has completed the Attacks of his selected Unit he places an **Activation Token** next to the Unit and play switches to Jun, who now selects a Unit of his own to Activate, and runs through the Movement and Attacks with the Elements in his Unit.

After Jun has finished, he places an **Activation Token** next to the Unit, and play switches back to Carter, who selects a 'ready' Unit to Activate. Carter will perform Movement and Attacks with that Unit. Play switches back and forth like this until both players have activated ALL their Units.

Once the last Unit has completed its Movement and Attacks, play will move on to the **End Phase** of the Turn.

The UH-144 Falcon is one of the UNSC Army's primary air transports and support aircraft. It is armed with a M638 autocannon in an underslung turret and two M460 automatic grenade launchers on the door pintle mounts.

MOVEMENT SEGMENT

In the **Movement Segment** of the **Battle Phase**, a player will select a Unit to Activate, and will perform a Movement Action for the Unit.

Note that at this point, the player's opponent may be able to attempt a **Reaction Fire Test** either when the Unit is Activated or when the Unit completes its Movement Action.

This Segment of the rules covers **Infantry**, **Armoured** and **Hover Flyers**, with the Movement of **Air Support Flyers** covered in their own chapter which starts on **Page 86**.

The **Movement Segment** is broken into the following Steps and Actions that you must follow:

MOVEMENT SEGMENT OVERVIEW	
STEP	**ACTION**
1. Select a Ready Unit to Activate and issue Orders	The selected Unit must be in a 'Ready' state (*i.e.* does not have an Activation Token) and may have Orders pertinent to Movement issued to it at this point. The selected Unit could also be off-table, such as a Unit being Deployed via an Orbital Insertion.
2. First Reaction	The opposing player may attempt a Reaction Fire Test at this point, before the Activated Unit has begun its Movement. Remember that a player can only attempt ONE Reaction Fire per Activation.
3. Perform a Movement Action	The active Player may now move the Activated Unit during this Step.
4. Second Reaction	The opposing player may attempt Reaction Fire at this point, assuming they did not attempt to react in Step 2, but only after the Activated Unit has completed its Movement Action.
5. Check Coherency	Check that no Elements in a Unit have moved out of Coherency.

STEP 1. SELECT A READY UNIT TO ACTIVATE AND EXECUTE ORDERS

This Step is used to clearly determine which 'Ready' Unit is Activating. The player can say something as simple as *"I'm activating my Scorpion"* and point towards it. Once a Unit has been **selected**, it cannot be **un-selected**.

Players may also select Units which are *'off-board'* to stand down if they wish, passing on their Activation for the Game Turn. The Unit gains an Activation Token and does not act further that Game Turn. Once selected, a player may issue applicable Orders for Movement. Players should look to their Commander and Hero Cards if this is the case.

STEP 2. FIRST REACTION

This Step allows the enemy to execute a single **Reaction Fire Test** against a foe that has presented itself as a threat, snap firing as the target flashes into their gun sights.

To execute a Reaction Fire Test, a Unit must roll **2D6** and score equal to or greater than their **React** statistic (shown on an Element's Statistic Card). If the Reacting Unit was yet to Activate, use the first number, if the Unit had already has an Activation Token, use the second number. Should the roll be Successful, the Unit may perform a single Ranged Attack against the activating target.

Ready Units that attempt Reaction Fire gain an Activation Token after any Reaction attacks are resolved EVEN if they failed the Reaction Fire Test... this makes trying to react to an enemy Unit risky, as it can effectively pin them in place for an entire Turn.

A Unit that has already Activated may attempt to React in this Step by using the second number listed in its React statistic, usually requiring an increasingly difficult (and in some cases impossible) result to be rolled on the **2D6**.

This represents their slow and cumbersome firing capabilities, or the fact that the Unit might have been busy fighting/firing elsewhere in the Game Turn.

In cases where a Heroic Individual or **Attached Element** with a better Reaction Fire statistic is Attached to a Unit, use the best (lowest!) Reaction Fire statistic present in the Unit instead! This represents an Officer or Leader, such as a Spartan or Elite Major, directing the firing of a Unit in battle.

Remember Reaction Fire is still governed by the **Attack Segment** rules - see **Page 76.**

STEP 3. MOVEMENT ACTIONS

During this Step, a Unit MUST now execute one of **6** different **Movement Actions** dependent upon its Type. Note that ALL Elements within a Unit must perform the same Movement Action and no Movement Action may be made through another Unit.

When performing Movement a player should always measure centre to centre of a Base/Model at the beginning and end of Movement. It is important that measuring is always made from the same point.

HOLD MOVE ACTION

A Unit may elect to perform a **Hold Move Action**. In doing so the Unit cannot make any form of Movement, and is not affected by the ***Move or Fire*** Loadout. The Unit is, however, classed as having made a **Basic Move Action** for the purposes of Reaction Fire Tests.

BASIC MOVE ACTION

Any Element may elect to make a **Basic Move Action**, performing its Movement up to the distance stated using the **first** number in its Movement statistic. This Movement may be made in any direction. The Unit may then execute Attacks as normal. This Movement Action can be performed by Infantry, Armoured and Hover Flyer Elements. Remaining stationary counts as a Unit having performed a Basic Move Action.

FLAT OUT MOVE ACTION

Elements may also choose to make a **Flat Out Move Action** and do so up to the distance stated using the **second** number in their Movement statistic. This move may be made in any direction. If they do so, they may NOT execute Attacks in their upcoming **Attack Segment** - they have slung their weapons or literally put the pedal to the metal!

This Movement Action can be performed by Infantry, Armoured and Hover Flyer Elements. Any Unit completing this type of Movement Action places a **Cooldown Token** on top of their **Activation Token** once their Movement has been completed to show the Unit is unable to fire at all - including making any Reaction Fire attempts.

CHARGE MOVE ACTION

Certain Elements with a Melee statistic may elect to perform a **Charge Move Action** up to the distance stated using the **second** number in their Movement statistic. If they do so, they may NOT execute Ranged Attacks in their upcoming Attacks Segment and **must** move as many Bases into contact with a target Unit as is possible! Both engaged Units are now considered to be locked in **Melee** and BOTH Units will gain an **Activation Token**.

A Unit that attempts a **Charge Move Action** and fails to reach its target with any Bases, the Unit moves the distance stated in its **second** Movement statistic directly towards their target, and is treated as having made a **Flat Out Movement Action** instead, gaining a **Cooldown Token** on top of their **Activation Token**. The Target Unit is unaffected.

Only a single Base from a Unit needs to make Base contact with an enemy Unit for a **Charge Move Action** to be considered successful.

RAM MOVE ACTION

Only Units with an **Impact** statistic (but NOT Infantry or Flyers) may elect to perform a **Ram Move Action** against a single enemy Armoured Ground Vehicle/ Infantry Unit, up to the distance stated using the **second** number in its Movement statistic.

This Movement may be made in any direction. Any Unit completing a **Ram Move Action** places a **Cooldown Token** on top of their **Activation Token** once its Movement has been completed to show the Unit is now unable to fire, including making any Reaction Fire attempts, as it has decided to bear down on the enemy, focusing all available power to its engines! When performing a **Ram Move Action**, follow the rules noted on **Page 69**.

HOVER FLYERS

Hover Flyers are treated like any other Unit in terms of Activation, Movement and Attacks and are therefore subject to the rules detailed in this chapter.

AIR SUPPORT FLYERS

An Element designated as an Air Support Flyer is deployed directly on the battlefield and therefore does not follow the normal Movement Action rules. Instead, they Activate and perform Movement in a different manner entirely and are governed by their own Movement rules, called Missions, see **Page 86**.

IMPORTANT NOTE

No Element may move to within **2"** of another Element that is not part of the same Unit unless they have performed a Charge or Ram Move Action against it, are attempting to Hijack the Element, or have joined the Unit as part of an ***Attachment*** Loadout.

STEP 4. SECOND REACTION

This Step plays exactly the same ways as the **First Reaction Step**, except that the Reaction Fire Test is attempted **AFTER** an enemy Unit has completed its Movement Action.

Where an enemy Unit have performed a Successful Charge or Ram Action, that resulted in a Unit now being locked in a Melee or Rammed, the **Second Reaction Step** may NOT be attempted against the enemy Unit as there is too high a risk of a player hitting their own Forces.

STEP 5. CHECK COHERENCY

Elements of a Unit should attempt to maintain Coherency with other Elements within their Unit at all times. This is done by measuring the Elements from the centre to centre of their Bases (or centre of a Model if no Base exists).

To remain in Coherency, Elements MUST maintain a constant unbroken chain where each Element within the Unit is at least within Coherency Distance of another Element in the same Unit.

COHERENCY DISTANCES

As stated in the Game Basics chapter, all Elements in ***Halo: Ground Command*** fall into a Type category. The distance required for Coherency is dependent on which Type the Element belongs to:

Infantry - These Elements that are part of the same Unit have a 2" Coherency Distance.

Armoured - The Elements that are part of the same Unit have a 4" Coherency Distance.

Emplacements - The Elements that are part of the same Unit have a 6" Coherency Distance.

Hover Flyers - The Elements that are part of the same Unit have a 6" Coherency Distance.

IMPORTANT NOTE

In rare occasions a Unit may have multiple types of Element within it. In these instances, the longest Coherency Distance amongst the Elements should be used as the Unit's Coherency Distance. These unusual Units are well used to operating in dispersed order.

OUT OF COHERENCY

Should Elements of a Unit find themselves Out of Coherency in this Step – the following Separated Forces rule comes into play:

A Unit with Elements that are Out of Coherency is considered to be Separated and are governed by the following penalties:

- Separated Units MAY NOT combine their Attack Dice with each other when performing Ranged Attack Actions (including Reaction Fire).
- Separated Elements always fight LAST in Melee (irrespective of the Terrain they occupy.)
- Separated Infantry Units treat their Suppression Test target number as 10 and not 12 as would normally be the case.
- A Separated Unit as a whole may NEVER claim Objectives.

When Separated Elements within a Unit move close enough to one another to again be within the correct Coherency Distance, they lose these penalties, becoming a legitimate Unit once again.

IMPORTANT NOTE

Should Elements of a Unit fragment like this, they MUST, in their next available Activation, move to reform into a single Unit once again. Elements CANNOT willingly remain Out Of Coherency.

For example, in their Activation a Spartan hijacks a Covenant Scout Ghost and moves it away from its parent Unit at high speed. At the end of the second Game Turn of being in control of the Scout Ghost, the Spartan elects to exit the Ghost. In the next Game Turn the Covenant player will have to deal with a Ghost Unit that is now well out of Coherency Distance with its parent Unit.

PERFORMING A RAM MOVE ACTION

If an Armoured Vehicle elects to execute a **Ram Action** against an enemy Unit, the moving Vehicle must make contact with at least one Element within the target Unit.

RAM ACTION MOVE VS. INFANTRY - To perform a Ram Move Action against an Infantry Unit, roll a number of Halo Dice equal to the **Impact Statistic** listed on the Vehicle's Profile Card. For each [skull] rolled, apply a Point of Damage to the target Infantry Unit - this will normally result in a Base being removed for each [skull] result as Infantry usually only have a single Value on their Damage Track.

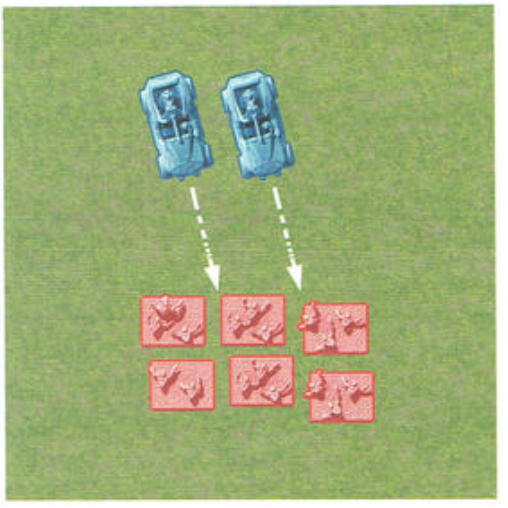
In the case of Units with multiple Vehicles, if possible move all the Vehicles into contact with the enemy Infantry, then combine the **Impact** statistics of all Vehicles in contact... *being run over by multiple Vehicles is bound to be worse than just one!*

Once the **Ram** has been resolved, the target Infantry Unit must take a **Suppression Test**, by rolling **2D6** and adding the number of Damage Tokens generated by the **Ram Action**. See **Page 27** for Suppression rules.

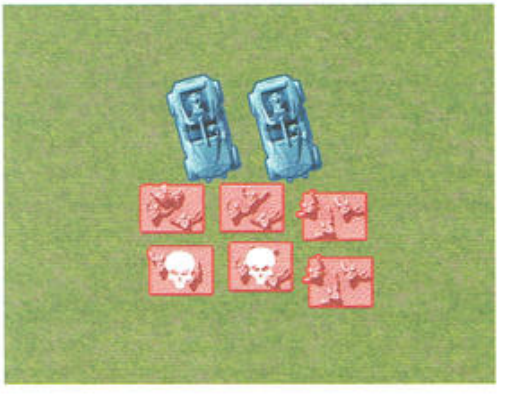
Even if a Ram Move Action fails to inflict Damage, a Unit can still become Suppressed by the 2D6 roll, although the likelihood is slight...

- If the Infantry Unit passes its **Suppression Test**, it must perform a **Basic Movement Action** up to its maximum Movement distance in a direction chosen by the **Controlling** player.
- If the Infantry Unit fails its **Suppression Test**, the Unit must perform a **Basic Movement Action** up to its maximum Movement distance in a direction chosen by the **Ramming** Player and the normal rules for a failed Suppression Test apply.

Once all Elements of a **Ram Action** have been moved, the Armoured Element may continue its Movement if desired. Remember an Armoured Unit may only declare ONE Ram Action in its Activation, and so must stop before it reaches another enemy Infantry or Armoured Unit!

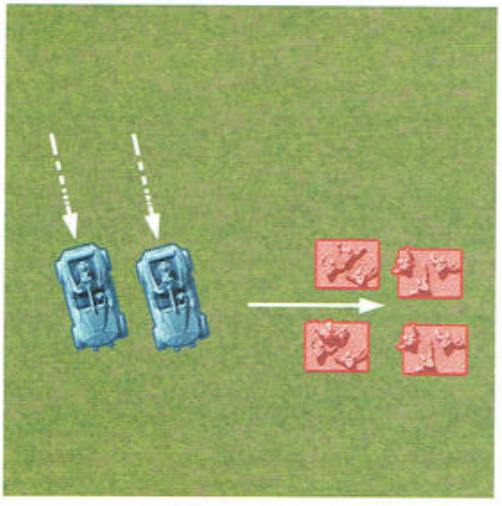


ABOVE: *In this example we have a pair of Warthogs intending to Ram the remnants of a Grunt Infantry Lance. The Warthogs announce a Ram Move Action, with both Vehicles are able to make contact with the Grunt Infantry.*



ABOVE: *Each Warthog has an Impact (3) Statistic, meaning that 6 Halo Dice (3+3=6) will be rolled by the UNSC player. Rolling the Dice, the UNSC player manages to score 2 [skull] results, meaning that the Covenant Unit takes 2 Damage Tokens. Since Grunt Infantry only have one Value on their Damage Track. and no Heroic Save, 2 Bases of Grunts are removed.*

...example continued from previous Page.



ABOVE: *The Covenant Grunts now take a* **2D6** *Suppression Test adding* **2** *to their roll (one for each casualty sustained) ...and luckily they pass! This allows them to make a free Basic Move Action in any direction they wish.*

If they had failed..... the UNSC player would have been allowed to move them, and the normal rules for a Suppression Test being failed would be applied. The UNSC Vehicles are now free to complete their Movement Action.

Remember that Infantry **do not fight back** when subject to a Ram Move Action, even if they are in Cover – they simply have to take their punishment!

RAM MOVE ACTION VS. VEHICLES - To perform a **Ram Move Action** against an Armoured Vehicle, total the **Impact Value** of all moving Elements in contact and roll that number of Halo Dice. For each [skull] rolled, apply a Point of Damage to the Target Armoured Unit.

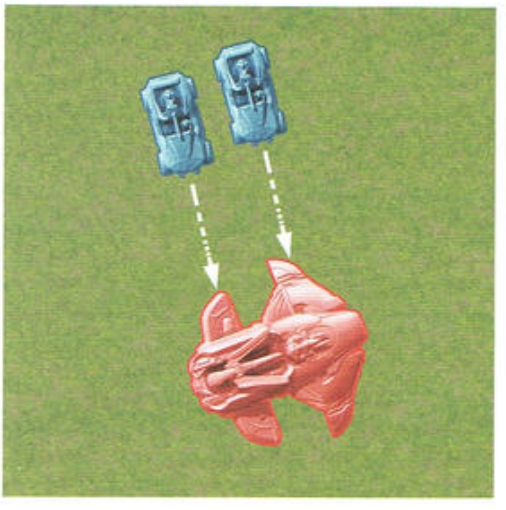
At the same time, the opposing player may roll their **Impact Value** for each Element that has been brought into contact, also looking for as many [skull] as they can. Apply any Damage to all Ramming Elements individually.

In instances of a single Element being Rammed by multiple Elements, the Vehicle being Rammed will roll its **Impact** statistic against EACH Element separately. Ram Move Actions against Armoured Vehicles are a brutal affair, so use them with caution!

In rare instances, when an Armoured Model ha a **Melee** statistic, rather than an **Impact** statistic, is the target of a Ram Move Action, use the model's **Melee** statistic to resolve the Ram instead... this represents the Element actually punching the Ramming Vehicle!

Once the Ram Move Action has been resolved and all Damage Tokens applied, ALL surviving vehicles must be moved **4"** directly away from each other at the point of collision. This represents the Vehicles quite literally bouncing off each other and freeing up both Units for later Activations.

A Ramming Vehicle ends its Movement once a Ram Move Action has been resolved.



ABOVE: *In this example we have a pair of Warthogs electing to perform a Ram Move Action against a Covenant Wraith. The Warthogs have enough movement to make sure that both Vehicles are able to make contact with the enemy.*

ABOVE: *Resolving the Ram Move Action, both sides take their* **Impact** *statistic and roll their respective Halo Dice individually looking for* ☠.

Each Warthog has ***Impact (3)****, meaning that 3 Halo Dice are rolled in the upcoming roll for EACH Warthog - so 6 Dice in total.*

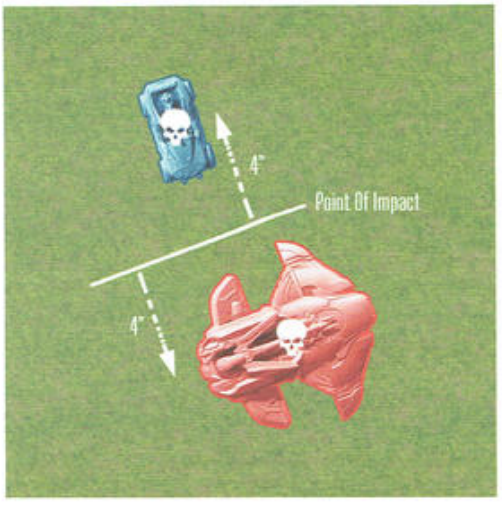
Rolling the dice, the UNSC Player manages to score only ONE ☠ *result with one Warthog and NO* ☠ *for the second, meaning that the Covenant player will only apply 1 Damage Token to the Wraith.*

The Wraith has an ***Impact (2)****, which means that* **2** *Halo Dice are rolled separately against EACH Ramming Warthog.*

Rolling the dice, the Covenant Player manages to score ONE ☠ *result against the first Warthog and TWO* ☠ *results against the other!*

This means that the UNSC Player must apply 1 Damage Token to the first Warthog and the second Warthog is Destroyed.

What a fantastic result for the Covenant and a major setback for the UNSC!



ABOVE: *Finally, the surviving Vehicles must retreat* **4"** *directly away from each other... effectively being smashed aside in the collision.*

The Armoured Vehicles which performed the Ram Move Action may not continue any further Movement after the Ram.

No Supression Test is required as ONLY Infantry take Suppression Tests when Damaged.

ORBITAL INSERTION RULES

Some Units are able to deploy during the **Movement Segment** by the use of Drop Pods launched from low orbital spacecraft. Such Units will be identified by having the ***Orbital Insertion*** Loadout.

These Units are effectively held back and do not count as Activations in the strictest sense until the player announces that they are to arrive using the following ***Orbital Insertion*** Loadout rules:

To deliver a Unit into the battlefield in this manner first declare a Target Point where you want the Unit to arrive and place a **Scatter Template** to show its **Insertion Point**. Then roll a D6 to determine the direction of *scatter*, using the Template's numbers.

A second D6 is then rolled to generate the deviation distance, measured in inches from the Scatter Template (centre to centre). This is where the first Drop Pod Base is placed, and any with other Drop Pod Bases from the same Unit placed within Coherency.

Drop Pod Bases may not deploy within **4"** of a friendly or enemy Unit, unless a Scenario rule or Loadout states otherwise. Should a Drop Pod Base deviate enough to land off-table, it is automatically lost with no Heroic Save available!

Once all Drop Pod Elements from a Unit have been placed, you may disembark their cargo onto the battlefield, with Elements generally placed in contact with the Drop Pod Base which inserted them. Consult a Unit's specific Orbital Insertion rules for details on Insertion Coherency, dealing with battlefield Terrain and interacting with other Units upon *insertion*.

This means that while Orbital Insertion is not an exact science, Commanders can be fairly confident their assets will be delivered where they want them to be!

Due to the incredible speed associated with this form of insertion, enemy Units may NOT execute **Reaction Fire Tests** against an *inserting* Unit, and a Unit that deploys in this method commonly counts as having performed a **Basic Move Action**.

ATTACK SEGMENT

In this Segment, the players will use both Ranged and Melee Attacks to hopefully tear their opponents apart in fusillades of directed firepower or punishing close combat. The initial text in this chapter relates to the Ranged Attacks as they are the most prevalent form of Attack in the Game. At the end of the chapter you will also find the rules for Melee, where brutal hand to hand combat is explained.

ATTACK DICE BASICS

In the **Game Basics** chapter we discussed the core game mechanics that will be used in this Segment, including Element Statistics, the **Firepower Rating** and how Dice work in ***Halo: Ground Command***. But let's quickly recap on some dice basics:

Every Attack you make will be resolved through the use of an **Attack Dice Pool**. The Attacking player will roll their Attack Dice Pool, and total up their Successes according to the results of the Dice rolled using their **Firepower Rating** which is determined by such things as **Range**, **Cover** and **Loadouts**.

Remember ALL weaponry attacks in ***Halo: Ground Command*** begin at **Firepower Rating 4 (Exploding Roll)**.

On the next page is a reminder of the **Firepower Rating Table**, but on this page let's look at an example of the Firepower Rating in action:

A Unit of UNSC Infantry, composed of four Riflemen Bases, decides to shoot at a Unit of of Covenant Grunts which are in the Open. The Riflemen are **16"** away, so **Long Range**, and the UNSC gain no bonuses when firing their Small Arms at this Range. The Grunts are in the **Open**, so no Terrain modifier comes into play.

The Riflemen have Arcs **ALL**, so can easily line up their Attack. Each Rifleman Base has an AP statistic of **3**, so **12** Dice (4 Bases with 3 Halo Dice each) are collected ready to be rolled. As no modifiers are in play the **Firepower Rating** is the default **4**.

This should end very badly for the Grunts who have a single Damage Track Value of **2**!

Below is a reminder of the Firepower Rating Table and a full breakdown of how the table works can be found in the **Game Basics** chapter on **Page 13**:

FIREPOWER RATING TABLE

RATING	NAME / EFFECT
1	**IMPOSSIBLE ROLL** No Dice are rolled!
2	**WEAKENED ROLL** Each counts as 1 Success Each counts as 1 Success No rerolls are permitted
3	**CRUSHING ROLL** Each counts as 2 Successes Each counts as 1 Success No rerolls are permitted
4	**EXPLODING ROLL (DEFAULT ROLL)** Each counts as 2 Successes Each counts as 1 Success You can reroll one for each
5	**DEVASTATING ROLL** Each counts as 2 Successes Each counts as 1 Success You can a reroll a or for each

ELEMENT WEAPON STATISTICS

WEAPON STATISTICS

On the opposite page is an example of a UNSC Army Fire Support Team card, which details its various weapons and their key statistics.

In the **Weapons** section of the statistic card you can see how effective a Fire Support Team is at engaging different types of enemy target:

- **AP** denotes Anti-Personnel Attacks that would be directed against Infantry targets such as Grunts, Elites, Jackals etc.
- **AT** denotes Anti-Tank Attacks that would be directed against Armoured Vehicles such as Ghosts, Wraiths, Hunters etc.
- **AA** denotes Anti-Air Attacks that would be directed against Flyers such as Banshees, Phantoms etc.

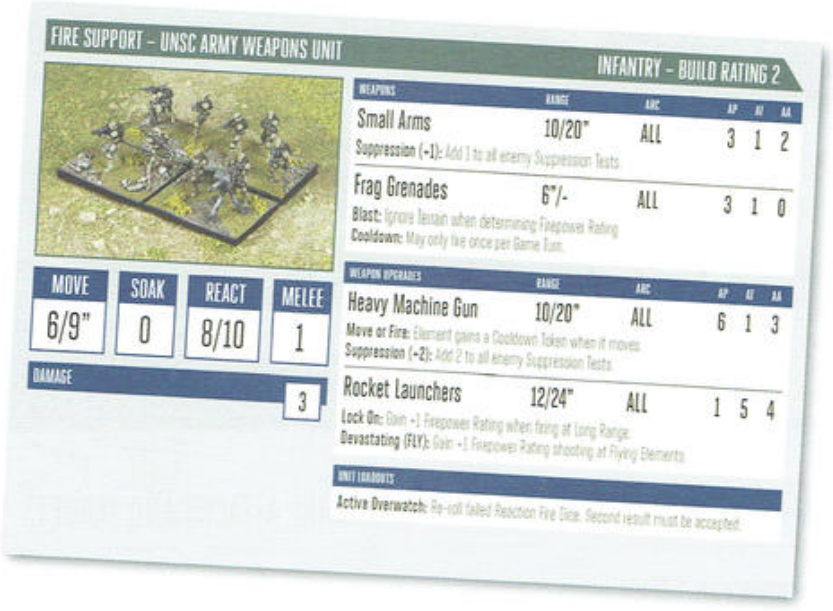
RANGE

The **Ranges** are listed as two numbers: the first represents a weapon's **Short Range**, the second its **Long Range**. All measurement is made from the **centre** of the Attacking Element's Base (where no Base exists, use the **centre** of the physical model itself) to the **centre** of the target Element's Base (or **centre** of the model as previously stated).

Using the statistics of the UNSC Trooper Unit on the opposite page, we can see that its Small Arms have a Short Range listed as **10"** and a Long Range of **20"**. If the Unit is targeting an enemy Element which, when measured is between **0-10"** away, it is within Short Range. If the enemy Element is beyond **10"** but **20"** or less away, it becomes a Long Range target.

WEAPON LOADOUTS

These are special rules which apply to Weapons carried by Elements within the game that affect how they function, commonly providing bonuses or negatives to Attacks. See the Appendix covering **Loadouts** on **Page 98**.


FIRE SUPPORT – UNSC ARMY WEAPONS UNIT

INFANTRY – BUILD RATING 2

MOVE	SOAK	REACT	MELEE
6/9"	0	8/10	1

DAMAGE 3

WEAPONS	RANGE	ARC	AP	AT	AA
Small Arms	10/20"	ALL	3	1	2
Suppression (-1): Add 1 to all enemy Suppression Tests.					
Frag Grenades	6"/-	ALL	3	1	0
Blast: Ignore terrain when determining Firepower Rating. Cooldown: May only be once per Game Turn.					

WEAPON UPGRADES	RANGE	ARC	AP	AT	AA
Heavy Machine Gun	10/20"	ALL	6	1	3
Move or Fire: Element gains a Cooldown Token when it moves. Suppression (+2): Add 2 to all enemy Suppression Tests.					
Rocket Launchers	12/24"	ALL	1	5	4
Lock On: Gain +1 Firepower Rating when firing at Long Range. Devastating (FLY): Gain +1 Firepower Rating shooting at Flying Elements.					

UNIT LOADOUTS

Active Overwatch: Re-roll failed Reaction Fire Dice. Second result must be accepted.

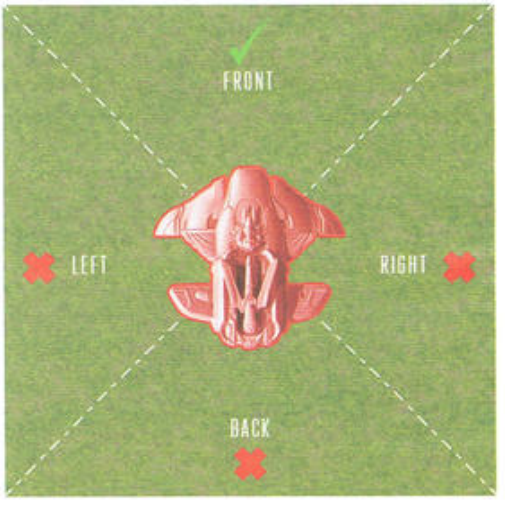
ARCS OF FIRE (ARC)

The ability of a weapon system to strike at an enemy Element is governed by the Arcs into which it can fire its weaponry, and these are known as Arcs of Fire.

Normally Elements in ***Halo: Ground Command*** have the ALL Arcs of Fire notation. This means the models may fire in any direction without worrying about whether their Weapon is in the correct Arc of Fire.

Some non-Infantry Models will be restricted in their Arcs of Fire. There are 4 possible Arcs, each being 90° and originating from the centre of a Model or Base. The four Arcs are: Front (F), Back (B), Left (L) and Right (R). Some weapon systems, such as the Mortar mounted on an Artillery Wraith, only have one Front (F) Arc into which it can deliver ordnance.

If a weapon system has several Arcs listed, divided by slashes (e.g. F/L/R), it may only fire through ONE of those Arcs when making an Attack. Such an Arc represents a mobile platform, such as a turret, and whilst it has the potential to strike at targets across a wide Arc, it may still only fire ONCE at any target within those Arcs. See **Sighting Actions** on **Page 76**. The use of a & on a Weapon's Arcs indicates its ability to fire the Weapon more than once, such as L & R.



DICE

The number under the AP, AT or AA section of a statistic card represents the destructive capability of that Weapon when used against that Type of Element.

RANGED ATTACKS

The term **Ranged Attack** in ***Halo: Ground Command*** is used to denote any Ranged Attack made by weapons carried by Units in a game.

Ranged Attacks may comprise just one weapon from one Element targeting an enemy Element, or it may be from **multiple** Elements in a Unit that have been combined into a single devastating attack.

The following rules apply to all Ranged Attacks:

- Ranged Attacks may only ever be targeted at enemy Elements!
- Only Elements from the **same** Unit may take part in a Ranged Attack.
- All weapons involved in a Ranged Attack must target the same Type of enemy (i.e. Infantry, Armoured or Flyer).
- Each individual weapon can only take part in **ONE** Ranged Attack per **Activation**.
- Reaction Fire may not be used to target Units in Base contact due to a Ram Action or are involved in a Melee Attack.
- An Infantry Unit may only ever target ONE enemy Unit during the Attacks Segment.
- An Element with multiple weapons may target different Units with each weapon.
- Armoured Units with more than one Element may target different enemy Units with each Element, or combine the Attacks against a single target.

DECLARE ATTACKS AND TARGETS

In order to execute a Ranged Attack, a player must declare which enemy Element/Unit they intend to target. When making these declarations, they must ensure the target Element is a viable target, and they must follow the rules for Ranged Attacks as described on this page.

SIGHTING ACTIONS

Sighting Actions are performed to clearly demonstrate to both players that declared Ranged Attack(s) are in accordance with the rules, and that the Elements being targeted are **viable** targets. A player in ***Halo: Ground Command*** may, as previously described in the Game Basics chapter, make any measurement at any time.

Check Range - While weapons can nominally fire far further than the restrictive ranges we have set out, the weapons used in ***Halo: Ground Command*** do not have unlimited range, nor is accuracy a constant across the expanse of a battlefield - target size, electronic warfare, debris, and many other factors all limit weapon ranges and effectiveness.

To check if a weapon is within range, measure from the **centre** of the attacking Element to the **centre** of the nearest target Element.

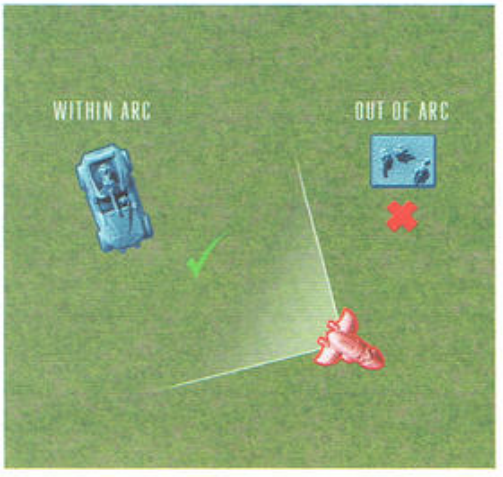
Check Fire Arc - Certain weapons carried by an Element may have a **restrictive** Arc of Fire – this is designed to show a weapon that may be built into a vehicle's hull or an Emplacement with a Weapon housing. To determine if a target Element is within a valid Arc, **draw a straight line** from the **centre** of the Attacking Element's Base/Model to the **centre** of the target Element's Base/Model. If this line falls within a valid 'in-arc' sector, the weapon can engage.

Check Line of Sight and Blocking - Intervening Terrain, Infantry and Armoured vehicles will often spoil the shooting of a Unit as it attempts to open fire. To determine if a target Element is Blocked or Open, draw a straight line from the **centre** of the Attacking Element's Base/Model to the **centre** of the target Element's Base/Model, using the rules below:

Infantry have their Line of Sight Blocked by certain types of Terrain, as well as Infantry or Vehicles that are not part of their own Unit.

Vehicles have their Line of Sight Blocked by certain types of Terrain as well as Vehicles that are not part of their own Unit. But are unaffected by intervening Infantry - friendly or enemy.

Flyers are never affected by blocking Terrain or any other Units when determining Line of Sight. Equally, Attacks directed against Flyers are never affected by Blocking Terrain or other Units when determining Line of Sight. This applies to both Hover Flyers and Air Support Flyers.



In the example to the above, a Covenant Ghost elects to fire. The UNSC Trooper base is not *in-arc* of the Ghost's Front mounted Plasma Cannons, but the Warthog most certainly is!

IMPORTANT NOTE - USING GRENADES

Most Infantry in ***Halo: Ground Command*** have access to Grenades (or in more extreme instances, Blasting Charges!). These weapons usually have specific rules, such as ignoring Cover, improving Armour Piercing, etc.

If a Unit uses its Grenades, it must do so INSTEAD of firing any other weapons that it might have and ALL Elements in the Unit must use their Grenades. A Unit can only use its Grenades ONCE per Game Turn, and once used place a **Cooldown Token** on the Unit.

In the example to the left, a Covenant Phantom engages UNSC forces. The Phantom has two weapon systems: a Front Heavy Plasma Cannon (F) and Plasma Cannons (L&R). The use of **&** means that BOTH Plasma Cannons can fire during the Phantom's Activation. Luckily the Phantom does not have a weapon that fires to the Back Arc!

EXECUTE ATTACKS

Assuming all requirements for making a Ranged Attack have been met, the player may now execute the Attack using the following Steps:

Step A. **Execute Orders**
Step B. **Determine Firepower Rating**
Step C. **Compile the Attack Dice Pool and then Total Attack Successes**
Step D. **Roll Defence Dice Pool and then Total Defence Successes**
Step E. **Apply Damage**
Step F. **Check for Suppression**

ATTACK SEGMENT OUTLINE

The Attack Segment follows a specific sequence, shown above. Each Step within the Segment has a series of Actions and, in some cases, sub-Actions.

A) Execute Orders

Certain Orders will state that they may be issued in the **Orders Step** of the **Attack Segment**. These Orders may be issued now. The Defending player ALWAYS executes any Orders they wish to execute BEFORE the Attacking player has chance to execute their Orders.

B) Determine Firepower Rating

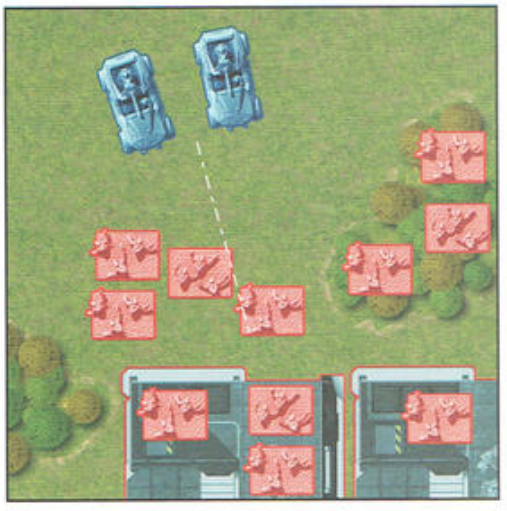
All Ranged Attacks in ***Halo: Ground Command*** use **Firepower Rating** of **4** as a starting point, but this will often be modified by a number of factors including Firepower Saturation, Terrain and Weapons Loadouts.

Firepower Saturation is an important part of the Ranged Attack Mechanic, allowing the Attacker to engage an enemy Unit as a whole, or just pick off exposed Elements of a Unit. Determining which Elements in a target Unit are benefiting from varying levels of Cover will allow players to make a tactical decision on their choice of Firepower Saturation.

Only Elements in the Cover Level chosen to be '*saturated*' by a player can be considered viable casualties once an Attack has been resolved.

IMPORTANT NOTE

Firepower Saturation is only really needed if a target Unit straddles more than one level of Cover. In most cases an entire Unit will be within one type of Terrain or in Open Ground and therefore there is no need for a *saturation level* to be chosen by an Attacker.



In the example above, we see a large Covenant Grunt Lance that finds itself under fire from two UNSC Warthogs. The Covenant Lance is spread across all 3 levels of Cover: 4 Elements are in the Open, 3 Elements are in Light Cover (inside a Wood) and 4 Elements are defended by Heavy Cover (inside a Building).

It is decision time for the UNSC player, who elects to *saturate to Light Cover*, making the 4 Elements in the Open and the 3 Elements in the Wood viable casualties in the upcoming Attack, and accepts the Firepower Rating reduction of **-1** as an acceptable trade off to increase the likelihood of causing more casualties! The only downside of this decision is that the Grunts in the Heavy Cover will not be viable as casualties regardless of the number of Successes rolled. Had the USNC player elected to *saturate to Heavy Cover* they would have taken a Firepower Rating reduction of **-2** for the whole attack!

Terrain Types and their effect on Firepower Rating are described on **Page 39**. The modifiers to the firer are defined by the Terrain Type as being either Light Cover or Heavy Cover.

Weapon Loadouts will alter the Firepower Rating of their Attack depending on the Ranges and targets involved. This should be accounted for at this point.

For example, many Covenant Small Arms Weapons gain a +1 modifier to the Firepower Rating when firing at Short Range.

C) Compile and Roll Attack Dice Pool and then Total Attack Successes

The Attacking player generates their **Attack Dice Pool** by adding together the Attack Dice total from ALL attacking Elements that are executing the Attack.

The Attacking player rolls their Attack Dice Pool, and totals their Successes. This Step contains three sub-Actions you should follow:

- Take the Attack Dice Pool, and roll it. Note any results that allow re-rolls.
- If the INITIAL Dice roll contained results that allow re-rolls (according to the Firepower Rating), perform them now.
- Repeat this step until no further re-rolls are permitted.

In some cases, the Elements of a Unit may be forced to roll using different Firepower Ratings. This could be due to Range, or some Loadout effect. If this is the case, compile MULTIPLE Attack Dice Pools and roll separately, and then total the Successes together.

If an Order adds extra dice to a Ranged Attack, but multiple Dice Pools are in use, you must add the extra Dice to the Dice Pool that is using the lowest Firepower Rating.

D) Compile and Defence Attack Dice Pool and then Total Defence Successes

Armoured and Flyer Elements commonly have a **Soak Value** which gives them ability to build a **Defence Dice Pool**, with the Soak value translating to Halo Dice which can be rolled in an attempt to diminish an incoming Attack.

The Defender rolls their Defence Dice Pool, using a **Firepower Rating** of **4**, and totals the Successes. For every Success scored by the Defence Dice Pool, REMOVE one Success from the Attacker's Attack Dice Pool. The remaining Attacking Successes are now compared to the target's Damage Track to determine the actual Damage on a target Element.

MULTIPLE SOAK STATISTICS IN AN ARMOURED UNIT

Some Armoured or Air Units (such as Units of **Warthogs** and **Ghosts**) are fielded with multiple Elements within the Unit and each Element will have their own **Soak Statistic**. Units with **multiple** instances of the Soak Statistic DO NOT stack their effects, because should an attack prove strong enough to *Destroy* a single Element within the Unit, the other members have not had enough time to attempt to avoid the attack or are caught in the blast of the *Destroyed* Vehicle. Only the Soak statistic of the CLOSEST Element is used to add to the **Defensive Dice Pool**.

E) Apply Damage

Compare the Attacker's **Successes** to the **Active Value** in the active Damage Track of the nearest Target Element. Most Infantry Elements will only have a single Value in their Damage Track, while larger Armoured Elements or Characters will have multiple Values in their Damage Track. This is a measure of the punishment an Element can sustain. Any Element can have multiple Values in their Damage Track, but only ONE Value can be Active at any given time.

As an Element suffers Damage, the Active Value on an Element moves from **left** to **right** once per Damage Token applied (shown on its Statistic Card). This means that an Element with no Damage Token uses the **first** Value in their Damage Track as Active, an Element with a single Damage Token uses the **second** Value as Active, and so on. If an Element has no Active Value on its Damage Track, it is *Destroyed*!

HEROIC SAVES

Some Elements in ***Halo: Ground Command*** are considered to have a measure of Heroic Save. This represents their innate survivability, or even just their uncanny good luck!

Elements with a ***Heroic Save*** Loadout that have a Damage Token allocated to them can cheat death if they can make their Heroic Save roll. The Heroic Save rules are explained in more detail in the **Loadouts Appendix** on **Page 99**.

Compare the number of Attack Successes to the current Active Value on the Damage Track of the target Element. If the number of Successes is equal to or higher than the Value, then the target Element has taken Damage.

For Elements with a single Value remaining (or because they only had one Active Value to start with), this will mean they are *Destroyed*. For Elements with multiple remaining Values on their Damage Track, this will mean they gain a Damage Token which should be placed next to the Element Base/Model to indicate the effect.

A particularly Successful attack has the ability to penetrate even the toughest of armour. If, after applying a Damage Token, there are enough Successes remaining to beat the next Active Value on the Damage Track of an Element with multiple Values remaining, a second Damage Token is placed (if the target had only two Values remaining prior to the Attack, it would be *Destroyed* at this stage).

In situations where Elements are removed, and an excess of Successes remain that are sufficient to do Damage to other members of the Unit, apply these excess Successes to the next closest Element, removing any *Destroyed* Models or applying Damage Tokens in the same way as stated above.

This process is repeated until ALL Attack Dice Successes have been assigned, with any excess that were insufficient to cause Damage being discarded.

Remember that ALL Successes must be applied to Elements in a Unit BEFORE any Heroic Save rolls are performed. A Heroic Save roll must be made for each Damage Token an Element has been allocated.

IMPORTANT NOTE

Destroyed Elements should be removed from play unless otherwise stated.

F) Check for Suppression

Infantry Units confronted with focused enemy firepower may lose a degree of cohesion that affects their ability to react to incoming threats.

When an Infantry Unit suffers Damage for any reason, the controlling Commander must take a Suppression Test. To take a Suppression Test roll **2D6** and add the number of Damage Tokens inflicted in the Ranged Attack to the result. The result may also be modified by Orders or some Loadouts.

If the result is equal to or greater than **12**, the Unit takes an Activation Token. If the Unit already has an Activation Marker, the Unit gains a Cooldown Token instead. This Cooldown Token is placed on top of the Activation Token and applies to ALL weapons held by the Unit ensuring they cannot now react at all.

In the **End Phase**, all Activation Tokens and Cooldown Tokens in the Unit are removed as normal.

THE SUPPRESSION (+X) LOADOUT

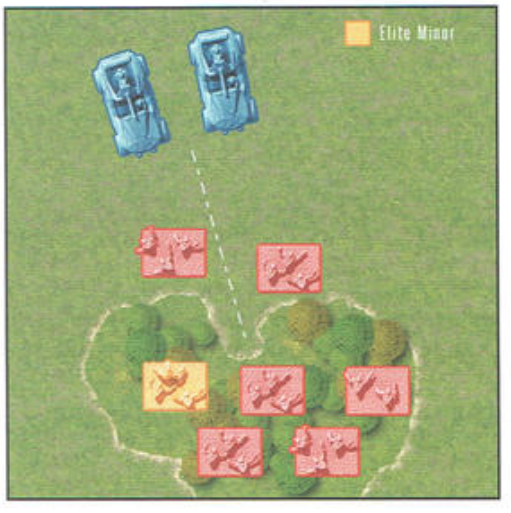
Weapons with the ***Suppression (+X)*** Loadout are particularly adept at forcing enemy formations into disarray. The +X in parentheses denotes an additional modifier that is added to the enemy's Suppression Test result after all Damage has been added. This increases the chance of a failure, illustrating the ability of certain weapons to force enemies to keep their heads down!

EXAMPLE OF A RANGED ATTACK

In the example below, we see an Activated Covenant Grunt Lance which finds itself only partially within Cover when a UNSC Warthog Unit moves in to eliminate them!

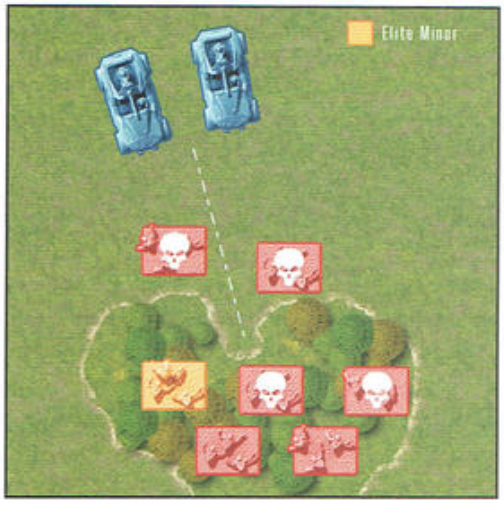
With 2 Bases outside the Woodland and 5 Bases within the Woodland (including the Elite Minor!), the UNSC player elects to *Saturate to Light Cover*. This means that the UNSC player will start their Attack with a **-1** modifier to their Firepower Rating, but by doing so, they make it possible to eliminate more than just the 2 bases of Grunts caught in the Open!

Also, with the Elite Minor being the 3rd closest Base, the Elite is likely to suffer under the torrent of fire before the Grunts cowering in the Woodland.



The Warthogs fire by combining their **AP** Attack Dice and roll using a **Firepower Rating** of **3**. Rolling their **16** Attack Dice they make a real mess of the Covenant Unit by generating 12 Successes, enough to kill 4 Grunt Bases and even the Elite Minor is under threat! The Elite Minor performs his Heroic Save, and fortunately manages to roll a [✸]. This is enough for him to survive the attack, but the Grunts under his command are not so lucky...

Example continued on next Page



After the Heroic Save for the Elite has been resolved, the *Destroyed* Grunts are removed, leaving just the Elite Minor and 2 Grunt bases left. The Covenant player must now take a Suppression Test for the Unit, rolling 2D6 and adding the number of casualties inflicted (4 in this case). In addition, the Warthog's chaingun has the ***Suppression (+2)*** Loadout, meaning that a further +2 must be added to the test.

Rolling the 2D6, the Covenant player gets a result of 7, adding 4, then another 2, taking the total to 13.... easily enough to be Suppressed by the rampaging Warthogs! The Lance of Grunts take a Cooldown Token which is placed on top of their Activation Token to show they CANNOT make any Ranged Attacks, including attempting Reaction Fire.

MELEE ATTACKS

Firing at an enemy is not the only way to kill them in a game of ***Halo: Ground Command***. You always have the option to charge your forces at them, engaging in close combat Melee. But be prepared for the outcome to be bloody as Melee only ends with one side becoming the victor... or both sides being *Destroyed!*

Elements that elect to execute a Charge Move Action into Melee may not make Ranged Attacks during their Activation, and instead revert to the raw aggression of their own bodies and close combat weapons to exert a heavy toll on their opponents.

The number of Melee Attack Dice rolled by a Unit is always noted in its Melee Rating and it does not make any difference which type of enemy (Infantry or Armoured) they attack, the number of Melee Dice rolled is always the same.

IMPORTANT NOTES

Elements may NOT engage in Melee with Flyers.

Elements with no Melee Stat CANNOT fight back in Melee!

Once players are ready to resolve their Melee, use the following Steps, starting with the Charging Unit:

Step A. Compile Melee Attack Dice Pools
Step B. Roll for Melee and Apply Damage
Step C. Resolve Melee and Repulse the Defeated Unit

A) Compile Melee Attack Dice Pools

All Bases in the Charging Unit that are within **4"** of the Defending Element add up all the Melee Attack Dice they have available to them. This generates the Charger's **Melee Attack Dice Pool**. Remember that in the initial Charge Move Action ONE Base from the Charging Unit must have made Base contact with the enemy Unit for a Melee Attack to take place.

Broken Off - Charging and Defending Units fighting in a Melee who have no Bases within **4"** of each other at the beginning of the **First Melee Step** are considered to have ***Broken Off*** their assault, and are no longer considered to be in Melee with each other. They are not **Repulsed** (as stated later), but instead remain in place with both Units gaining an **Activation Token**.

B) Roll for Melee and Apply Damage

The Charger now rolls their **Melee Attack Dice Pool**. On each roll of a , the Defending Unit takes a point of Damage. This Damage can be mitigated by making Heroic Saves as normal. Casualties are automatically allocated by the controlling player starting with those in base-to-base contact with the enemy, then moving on to those which are not in base-to-base contact, but within **4"**, allocated by the Defending player.

Once the Charger has completed their Melee Attacks you then resolve the Defender's Melee Attacks in the same way stated above taking into account any casualties inflicted by the Charger.

IMPORTANT NOTE

The Charging Unit goes first in Melee, with the Defender fighting back with any Bases left alive. The only time this changes is if the Defender is occupying Terrain with the Defensible Special Rule. In this instance the Defender resolves their initial Melee Attacks BEFORE the Charging Unit.

C) Resolve Melee and Repulse the Defeated Unit

Once Melee against both Units has been determined, compare the amount of rolled. If one side scored more than the other, that side is the **Winner** and the Melee moves to the Repulse Step below.

If, however, the Melee was a Draw, with both sides causing the same amount of , or no Damage, repeat Steps 1 to 2 until such time as a **Winner** is determined, or the Units have ***Broken Off*** ... or both sides are wiped out!

Repulsed - No Suppression Tests are required in Melee as neither side has a chance to draw breath. However, the side that suffered the most in a round of Melee makes a **Repulsed Move**, moving **4"** directly away from the victorious enemy.

This Repulsed Move may not place the defeated Unit within **2"** of another Unit. If a Unit cannot make a Repulsed Move (due to a lack of space for example), it is instead *Destroyed*. Armoured Vehicles can also be Repulsed, however it is more reasonable to assume their movement is as a result of the driver moving back to give the gunner more room to tear into the combatants with the vehicles' anti-infantry weapons!

This should ensure that once the Melee is completed no Unit is in Base contact with another, leaving them both free to move, shoot and charge again in later Game Turns... and even be shot at or React later in the same Game Turn.

MELEE WITH INFANTRY VS VEHICLES

Infantry in Melee against Armoured Elements are able to do untold Damage on the charge, cramming grenades into vital parts of the machine or attacking the exposed crew.

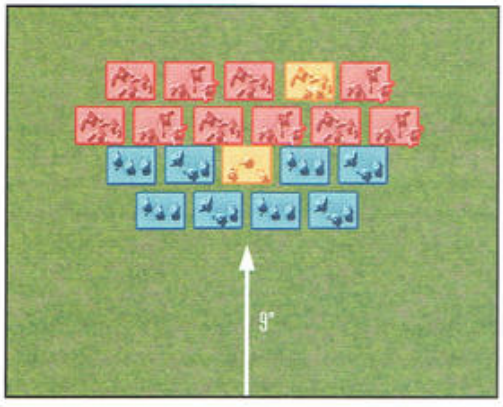
Armoured Vehicles are, however, highly resilient to Melee. When rolling for Melee against an enemy Vehicle, the Attacker must roll **TWO** results to apply a single Damage Token.

EXAMPLE OF AN INFANTRY MELEE

1) Charge!

In this example we have a weakened Lance of Covenant Grunts facing off against a charging Battle Squad of UNSC Troopers with an attached Officer Base. Once the UNSC player has completed their Charge Move Action, the Covenant have 10 Bases of Grunts and an Elite Minor in Melee with 8 bases of UNSC Troopers and an attached UNSC Officer Base.

The Covenant player attempted to React with a different Covenant Unit, trying to thin the ranks of the charging Humans, but failed to reach the required Reaction Fire roll, leaving the UNSC player feeling most confident about their chance for victory!



2) Collate Melee Attack Dice Pools

The UNSC Unit has 8 bases of Riflemen in Melee, and an Officer who has bravely decided to lead his men from the front. This means that the amount of Melee Dice rolled to attack in the Melee Phase for each side is as follows:

UNSC: The Riflemen have a Melee Stat of 1 so generate 8 Halo Dice for the UNSC Attack Pool. The Officer has a Melee Stat of 2 so will generate 2 Halo Dice for the UNSC Attack Pool - making a Total Attack Dice Pool of **10**.

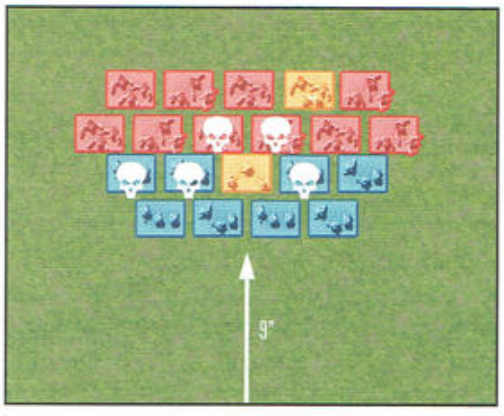
Covenant: The 10 Grunt Elements have a Melee Stat of 1 so generate 10 Melee Dice for the Covenant Attack Pool. The single Elite Minor generates 3 Melee Dice for the Covenant Attack Dice Pool - making a Total Attack Pool of **13**.

3) Roll Melee Attack Dice Pools and Remove Melee Casualties

Melee is resolved by the UNSC first because they Charged.

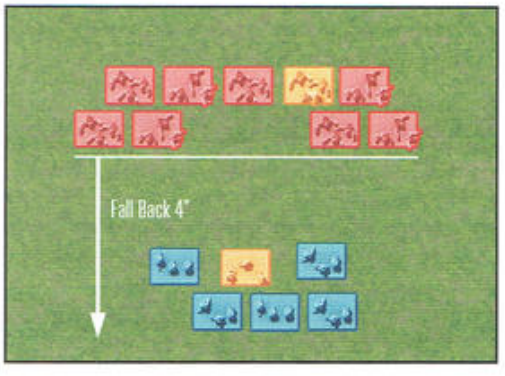
Rolling the Dice, the UNSC, spurred on by the heroics of their Officer, roll 2 [skull] Results, and the Covenant player removes **2** Bases of Grunts thata re in Base contact. This is sufficient to cause the Covenant to lose 2 Melee Dice from their Melee Attack Dice Pool because the 2 Bases of Grunts have been *Destroyed*.

This takes the Covenant down to a Melee Attack Dice Pool of **11**. Rolling the Melee Pool the Covenant score 3 [skull] Results, causing the UNSC Unit to remove **3** Bases of Infantry.



4) Resolve Melee

The UNSC suffered more Damage than the Covenant and so must peform a **Repulsed Move**, moving **4"** away from the victorious Grunts!

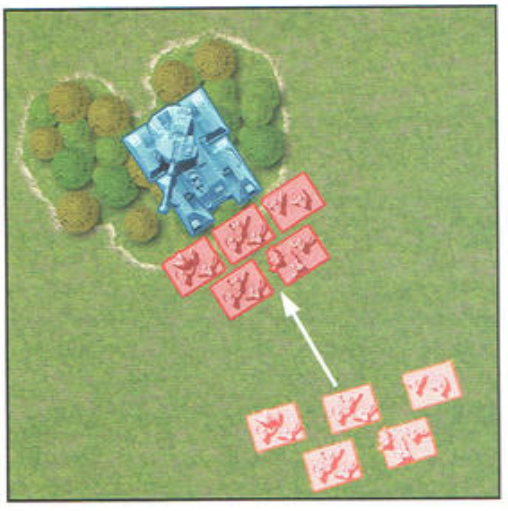


GRUNTS IN MELEE WITH A SCORPION

1) Do or Die!

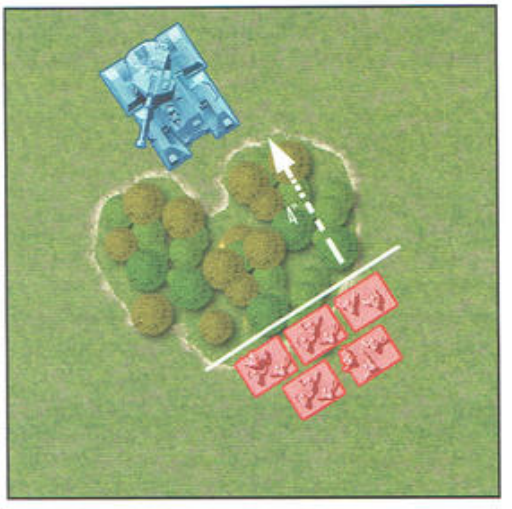
In this example the remnants of a Covenant Lance gears itself for a *'do or-die'* Charge against a UNSC Scorpion. The Grunts luckily reach Melee without being Reacted against, which means they can now generate their Melee Attack Dice Pool of 5 Halo Dice - one for each Base of Grunts.

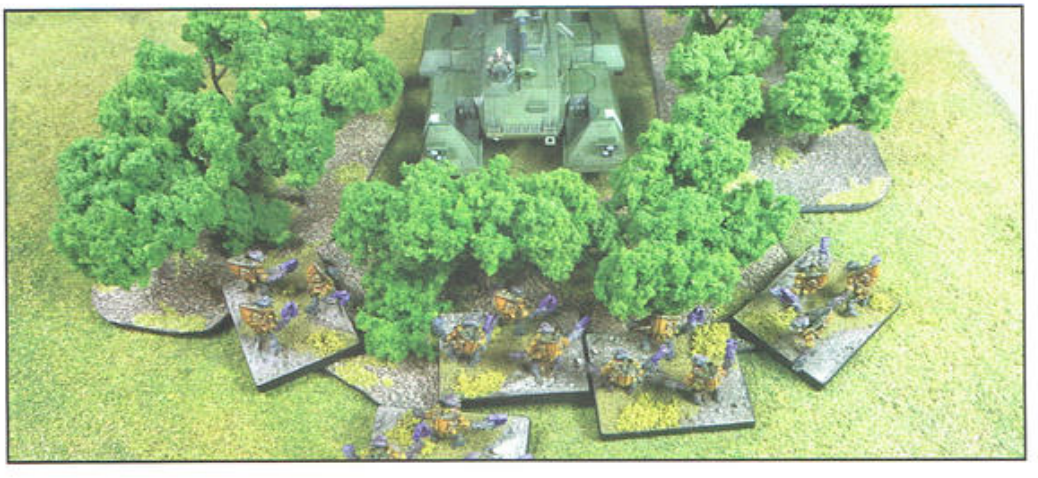
The dice are rolled and the brave Grunts roll a single [skull]. In most cases this would cause a Damage Token to be applied, but when Infantry engage Armoured Vehicles in Melee, they actually require 2x [skull] to cause Damage.



The Scorpion Tank only has an **Impact Value** so it does not get to fight back in Melee. This means the Grunts actually win the combat because they generated a 'hit', even though they did not Damage the Scorpion. This result is, however, enough that the Grunts cause the Scorpion to perform a **Repulsed Move** move of **4"**, making the tank give up its Cover.

The Grunts can now enjoy their victory... right up until the point in the Scorpion's next Activation when it decides to target the Grunts...





AIR SUPPORT FLYERS

Air Support in a game of ***Halo: Ground Command*** provides commanders with the opportunity for forces can be re-supplied or reinforced as the battle rages. Infantry and Armour assets can be brought in and ground attack sorties can be executed. Each will be looked at in turn, but it is important to realise that Air Support is designed to supplement the forces on the ground and not as a means by which players can play an entire game – airpower alone rarely wins battles and never wins wars.

We recommend that new players skip past these rules initially, returning after they have played a few games with Infantry and Armoured Units only.

TAKING AIR ASSETS IN A FORCE

In the main, a player's Forces will have access to Flyer assets in their Battle Groups taken as part of their available Build Rating (BR) from their Optional Flyer Units.

The cost in points for each Flyer, along with the BR of the Flyer Unit will be described in the relevant Faction Force List. Should a Flyer be *Destroyed* in-game, its BR translates to Victory Points as normal.

TYPES OF AIRCRAFT AVAILABLE

All Flyers in the game are divided into 2 types: Air Support Flyers and Hover Flyers.

Air Support Flyers such as Pelicans and Phantoms are large Flyer Elements that perform Missions used to enhance and reinforce the '*troops on the ground*'. They are represented by the acronym ASF in the Movement Statistic of their Profile.

They will often be called in to tip the balance of an engagement, with players taking great care not to squander their vital assets on frivolous actions, since a poorly deployed sortie could well end up being shot down by the enemy!

Hover Flyers such as Falcons or Banshees are small battle-capable aircraft that perform their tasks in direct concert with the Ground Units in a Force. They are not governed by any of the Mission rules in this chapter and are treated as a normal Elements in all respects of gameplay - they just happen to be flying!

Both these Types of Elements are affected by the Line of Sight rules for Flyers and they can ONLY be Attacked by weapons with an AA stat.

ACTIVATING AIR SUPPORT FLYERS

Air Support Missions are declared the same way as any other Unit Activation. Once declared, a player announces the type of Mission they are executing at the same time as declaring the Air Support Flyer they want to activate.

This can be done as simply as saying "*I'm going to activate my Pelican from Battle Group Alpha to execute a Ground Attack Mission*". Alternatively, a player may choose to withhold an Air Support Flyer, giving it an Activation Token without executing a Mission. Only **ONE** Air Support Mission per Game Turn can be performed per Battle Group.

Bringing this type of Flyer asset to the table uses a very simple process:

1. CHOOSE TARGET AND ENTRY POINTS

The player should place a Target Point Token at a location on the battlefield they wish to execute their Mission and then an Entry Point Token along their Long Board Edge where they wish their Flyer to enter the battlefield. These Tokens create a straight line and represent the Flight Path of the Flyer as it moves across the table at high-speed towards the target of its Mission. Air Support Flyers ONLY ever move in a straight line as their speed across the battlefield is such that turning is not allowed, and because a straight line is created the Flyer can NEVER exit the battlefield on the same edge it entered from.

Exit Point Tokens are available, but need only be used if a player wishes to actually mark a Flyer's Exit Point.

2. THE FLIGHT PATH

Move down the Flight Path with your Model or template until you reach the Target Point and perform the intended Mission.

3. COMPLETE THE MISSION

Once the Air Support Mission has been completed, continue down the Flight Path until the Flyer exits the battlefield at the table's edge. Some Elements have the ***Dust Off*** Loadout which allows them to leave the battlefield from the Target Marker. See **Page 99** for more details on how the ***Dust Off*** Loadout works.

Damage to a Flyer should be recorded in some way. For example, by placing Damage Token(s) on its statistic card or by noting it down.

THE 'DUST OFF' LOADOUT FOR AIR SUPPORT FLYERS

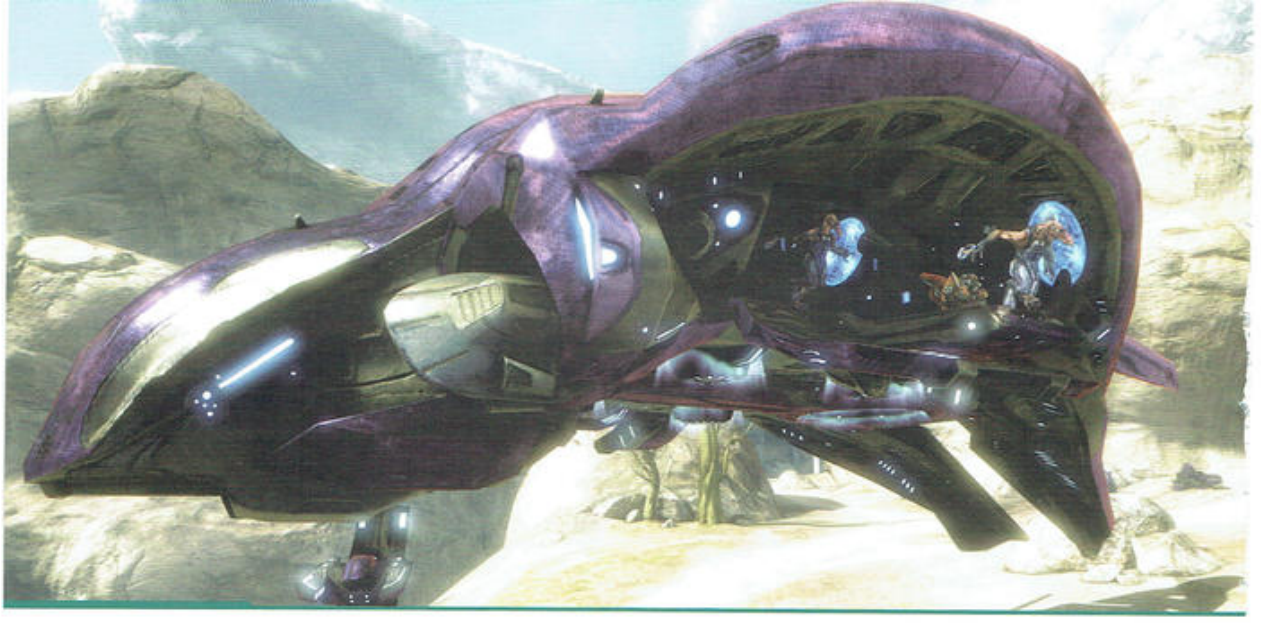
Air Support Flyers are highly specialised in their combat role, commonly outfitted with hover-technology that allows them to execute certain types of Air Support Missions more effectively. Such Elements usually have the ***Dust Off*** Loadout, and when engaged on **Combat Drop**, **Supply Drop** or **Reinforcement Missions**, move down their Flight Path towards their Target Point, then '*dust off*'. This allows them to be removed from the table once their Mission has been completed, rather than continuing down their Flight Path until they leave the battlefield.

However, Flyers engaged on these Missions are vulnerable to **Reaction Fire** by Anti-Air Elements as they hover above the battlefield. Any Reaction Fire Attacks use **Firepower Rating 5** when attacking a Flyer performing a Mission that benefits from the ***Dust Off*** Loadout. Air Support Flyers performing **Ground Attack** or **Combat Air Patrol** cannot use the ***Dust Off*** Loadout, instead continuing down their Flight Path after their Mission is completed until they leave the battlefield at the table's edge.

Entry Point Token

Target Point Token

Exit Point Token



THE COST OF AIR SUPPORT MISSIONS

The announcement of Air Support Missions in a game will award Victory Points immediately to a player's opponent when the Mission is announced, even if the Mission is a failure due to the Flyer being shot down! These costs are summarised below and explained in full in the relevant Mission rules as well as on each Air Support Flyer's statistic card.

VICTORY POINTS (VP) TABLE FOR AIR SUPPORT FLYERS	
MISSION	**VP AWARDED TO THE ENEMY**
Ground Attack	2
Combat Air Patrol	1
Supply Drop	1
Reinforcement	2
Combat Drop	1

Shadow Templates are an easy way for players to represent Air Support Flyers

RANGED ATTACKS BY AIR SUPPORT FLYERS

Flyers engaged on an Air Support Mission do not have their gunners sit idly by as they streak across the battlefield, rather they have their weapons ready to fire at any targets that present themselves. Flyers are at their most lethal when executing a **Ground Attack** or **Combat Air Patrol** Mission, with other Missions using defensively-focused firepower.

Air Support Flyers may ONLY target enemy Units within weapon range once they reach their Target Point. All Arcs of Fire and range must be adhered to from any Attack, as will modifiers to the **Firepower Rating** due to Terrain or Loadouts. Flyers are not affected by Terrain or other Elements when determining Line of Sight with their weapons.

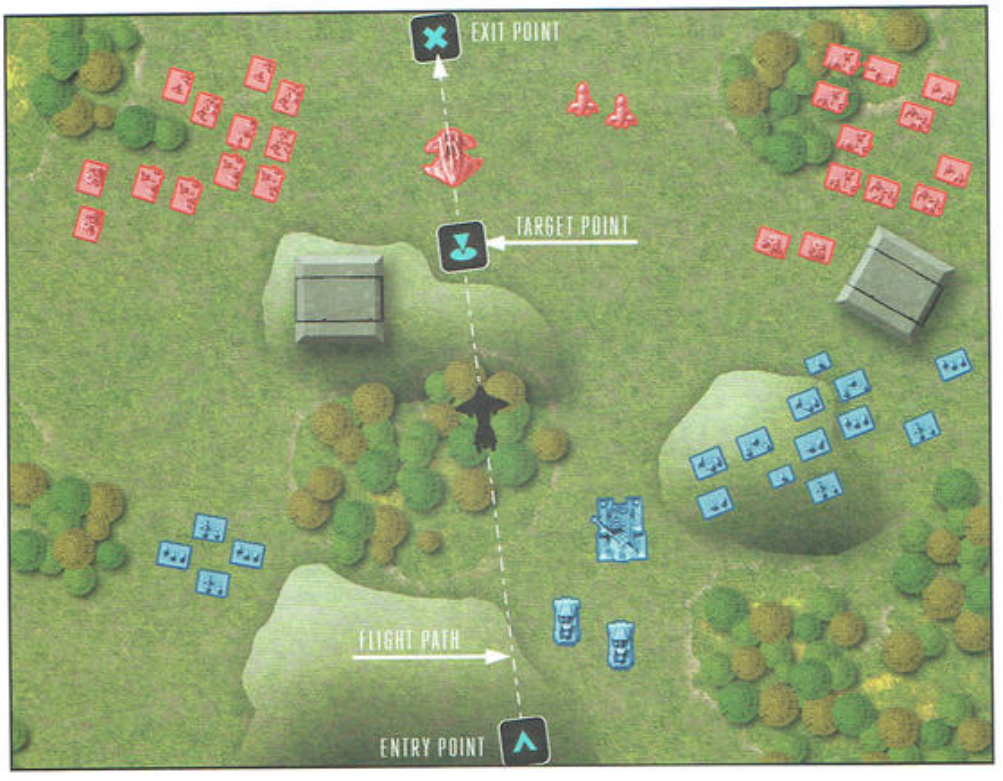
Various Missions will have different starting **Firepower Rating** levels, and specific rules for how the Mission operates. See the individual Missions detailed in this chapter for more information, and the table below which lists the different Firepower Ratings.

FIREPOWER RATING TABLE FOR AIR SUPPORT FLYERS	
MISSION	**FIREPOWER RATING**
Ground Attack	5
Combat Air Patrol	5
Supply Drop	2
Reinforcement	2
Combat Drop	2

GROUND ATTACK MISSION (2 VP)

Most Flyers are able to mount **Ground Attack** Missions against enemy targets on the battlefield. Such Missions are highly prized by military commanders and can often make the difference when it comes to breaking a stalemate. But you should use such Missions wisely, as a poorly thought out **Ground Attack** could end up seeing your Flyer shot down by the enemy and VPs squandered!

A Flyer on a **Ground Attack** Mission must announce their Target and Entry Points which will in turn define their Flight Path. The Target Point must be within weapons range of any Ranged Attack they wish to execute. Once the Mission is completed, the Flyer will leave the table by continuing in a straight line. All Flyers executing a **Ground Attack** Mission begin their Attacks at a **Firepower Rating** of **5** and are subject to modifiers as normal.



In the example above, the UNSC player declares a Ground Attack Mission on the Covenant Wraith positioned in the centre of the Covenant's Board Edge. **Ground Attack** Missions give the opponent **2 VPs** immediately - but the UNSC commander feels that giving the Covenant player **2 VPs** is worth it in order to try and destroy the Covenant Wraith.

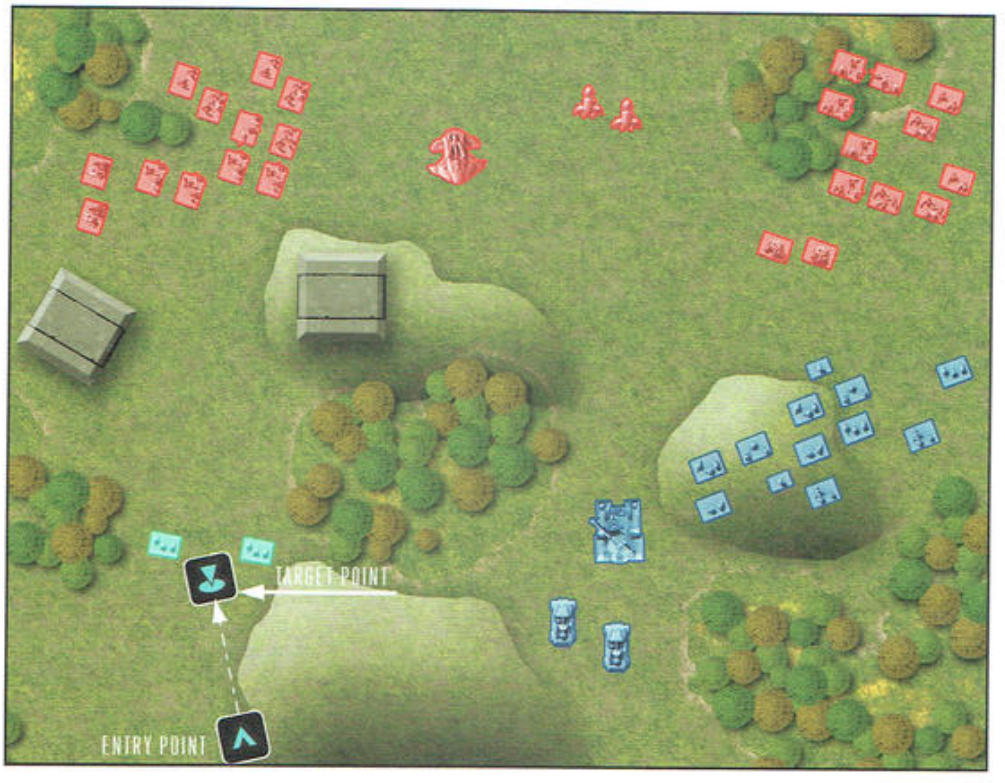
After carefully selecting the Flyer's Flight Path, by placing the Target and Entry Points, the UNSC player moves their model/Shadow Template across the table towards the Target Marker (chosen to ensure the Flyer's Weapons are in range of their intended target) and executes its attack. After which the Flyer continues along its Flight Path until it exits the battlefield.

REINFORCEMENT MISSION (2 VP)

Some Flyers can be sent on a **Reinforcement** Mission by a player in an attempt to bring an existing Unit back to full strength. A player should select a Target Unit, placing the Entry Marker on their Long Board Edge and the Target Marker over the Unit in question to indicate the Flight Path of the Flyer.

If the Flyer is able to complete the Mission, the Target Unit is brought back up to full strength with all Elements that were previously lost in the Game being replaced (including any Weapons Teams that might have been lost!). Once their Mission is completed, the Flyer will leave the table by continuing in a straight line, unless it has the ***Dust Off*** Loadout. All Flyers executing a **Reinforcement** Mission start at **Firepower Rating** of **2** for Attacks, subject to normal modifiers.

In most cases, **Reinforcement** Missions are limited to a single Mission per game, and can only be attempted by Flyers taken as part of the same Battle Group as the Unit being reinforced. It is also worth noting that there are some Units (notably UNSC Battle Squads and Covenant Lances) that CANNOT be reinforced as they are simply too large.



In this example, the UNSC decide to bring a depleted Infantry Fire Support Unit back up to full strength. To perform a **Reinforcement** Mission a player must give their opponent **2 VPs** immediately. The UNSC Player places the Entry Point and declares the depleted Infantry Fire Support Unit to be the Target Point.

When the Flyer reaches this its Target Point, the Unit is replenished to full strength with the Trooper Bases taken from their Scrapyard. The Flyer can now leave the table at this point because a Pelican has the ***Dust Off*** Loadout and this is a **Reinforcement** Mission.

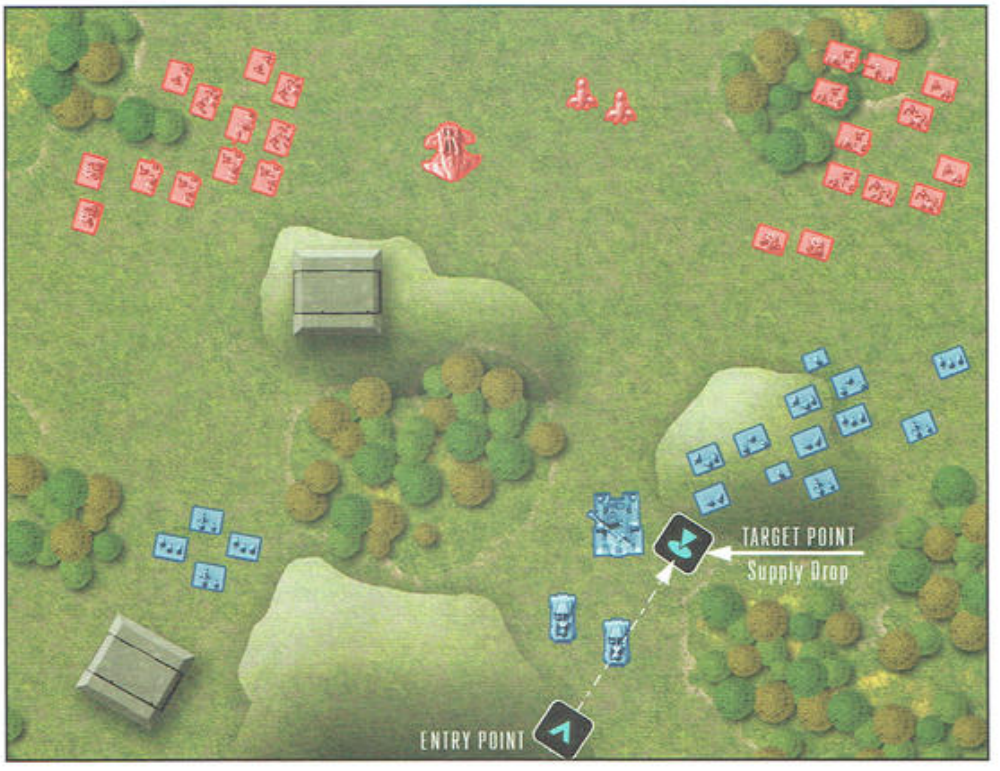
SUPPLY DROP MISSION (1 VP)

This Mission is used to re-supply Units in the field. The Flyer engaged in a **Supply Drop** Mission declares its Target and Entry Points as normal. Should the Flyer successfully reach its Target Point, they deploy a Supply Drop on the battlefield at that location.

Supply Drops allow friendly Infantry Units within **6"** to gain the ***Active Overwatch*** Loadout - see **Page 103** for details. Supply Drops remain active for as long as they are on a battlefied, and Units can move in and out of range as many times as they want.

Once a Mission has been delivered, the Flyer is free to continue along its Flight Path until it leaves the battlefield. All Flyers executing a **Supply Drop** Mission start their Attacks at a **Firepower Rating** of **2** and are subject to the normal modifiers.

CAPTURING SUPPLY DROPS – **Supply Drops** are represented by resin markers on a battlefield. Should an enemy ground Element ever make contact with this Marker, the **Supply Drop** is removed from play, immediately scoring the enemy player **2 VPs**.



In this example, the UNSC player elects to attempt a **Supply Drop** close to both their Battle Squad on the hill and the Scorpion. Both Units will be within **6"** of the Drop, allowing both to gain the ***Active Overwatch*** Loadout. The Covenant Player immediately gains **+1VP** for the Mission, and the UNSC declares the Target and Entry Points, placing their Tokens. No Reactions are possible up to the Target Point, because no enemy is within Range, ensuring the **Supply Drop** is successful, and the Flyer performs the Mission. The UNSC Pelican can now *'dust off'* from the Target Marker because of the ***Dust Off*** Loadout coming into play.

COMBAT AIR PATROL MISSION (1 VP)

These are vital parts of any defensive battle plan where Flyers can be tasked with engaging enemy flyers in dogfights in a bid to eliminate them prior to the completion of their Missions.

When a player elects to place one of their Flyers on a **Combat Air Patrol**, their Entry Point is chosen and a Marker placed touching their long board edge, but the Flyer does not execute its Mission immediately. Instead, the Flyer '*remains on station*' just off the battlefield, waiting for the enemy to announce an Air Support Mission of their own.

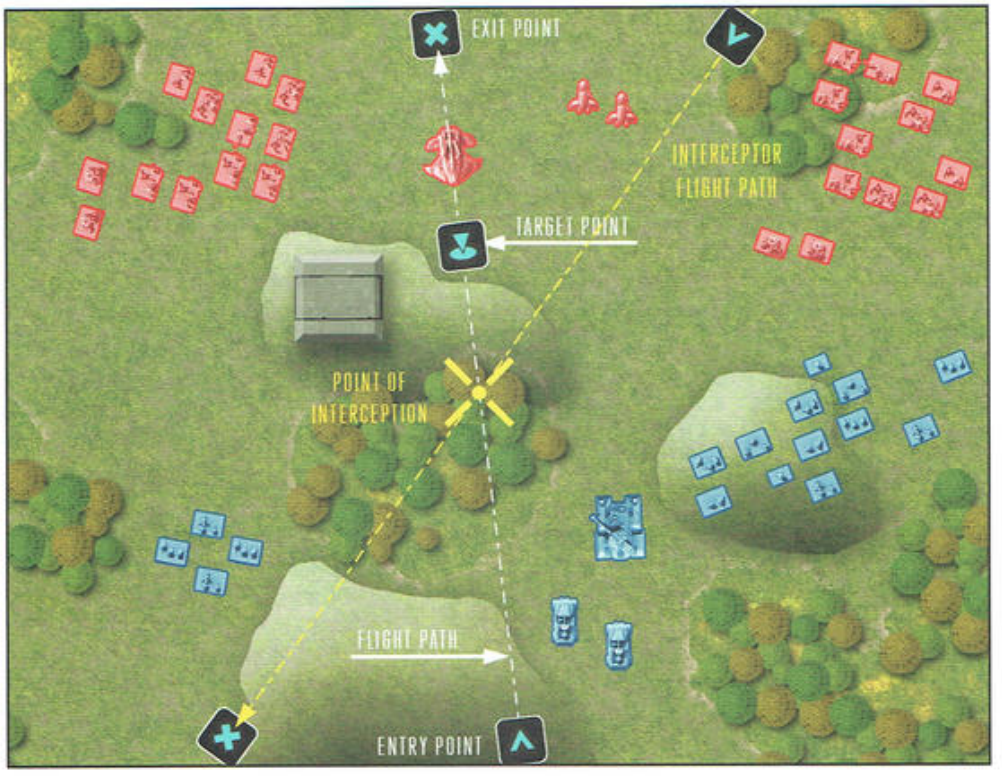
When their opponent announces an Air Support Mission of their own (other than a **Combat Air Patrol** Mission), the player with the **Combat Air Patrol** '*on station*' may move to Intercept the Flight Path of that Flyer, executing an Attack against it.

The intercepting Flyer now makes an out-of-sequence move by placing a Target Point that intersects the enemy Flyer's Flight Path. Remember the intercepting Flyer can still be subject to reacting enemy Anti-Air fire from enemy Units. Once the intercepting Flyer completes its Mission it must exit the table by continuing down its Flight Path.

All Flyers executing a **Combat Air Patrol** Mission start their Attacks at a **Firepower Rating** of **5** and are subject of modifiers as normal. ALL weapons on the intercepting Flyer MUST be directed towards the target Flyer where possible. No other targets may be declared for attack in a **Combat Air Patrol** Mission.

Note: It is entirely possible for multiple **Combat Air Patrol** Missions on BOTH sides to execute their missions against each other with the last interception executing first and working backward through the order they were declared.

Two examples of Air Support Flyers: the 077 Pelican (above left) and T-52 Phantom (above right). Both of these dropships can deploy Infantry and Armoured Elements.



In the example above, a UNSC player announces they are performing a **Ground Attack** Mission against a Covenant Wraith in the centre of the battlefield.

Fortunately for the Covenant player, they have placed their own Air Support Flyer on **Combat Air Patrol** and so announces an interception against the UNSC Flyer. The Covenant Player will have already given the UNSC player **1 VP** for having announced this type of Mission.

Once the UNSC player has placed their Target and Entry Points, placing their Target, Entry and Exit Tokens, the Covenant player selects a Target Point that intersects the UNSC Flyer's Flight Path, thus creating their own Flight Path.

The Covenant player then moves their Flyer to engage the UNSC Flyer. Measuring all ranges from its point of interception, the Covenant Flyer executes its Attacks against the UNSC Flyer **before** continuing along its Flight Path and leaving the battlefield.

Remember that the UNSC player still can attempt **Reaction Fire** against this out of sequence Covenant Movement by a single Unit with Anti-Air Weapons.

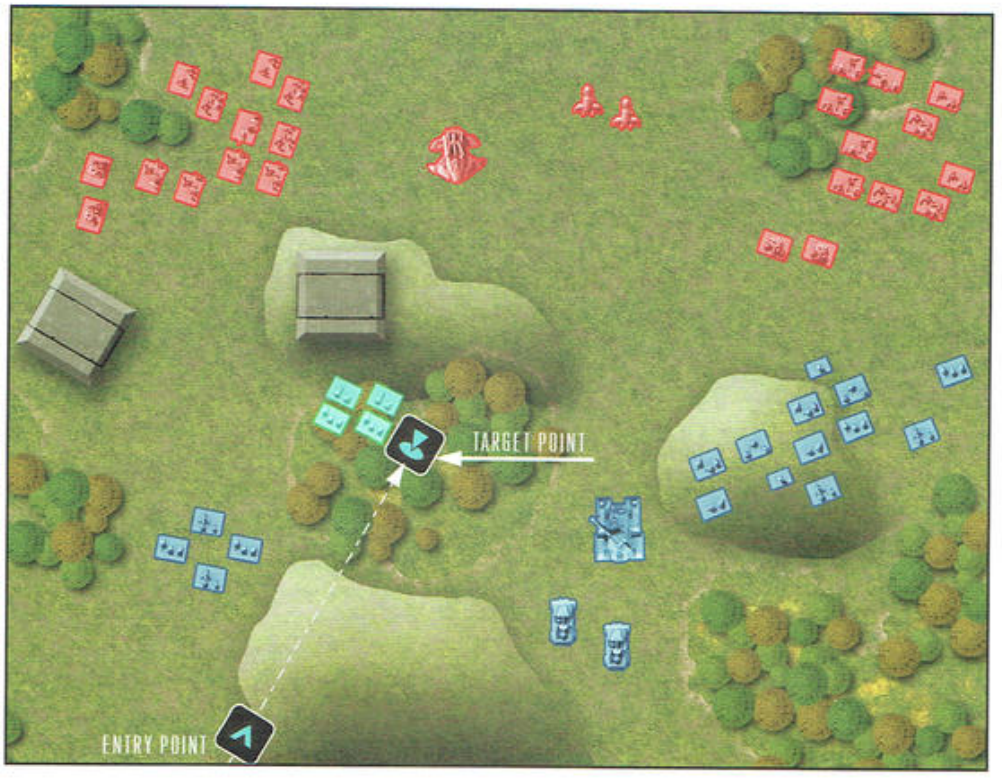
Should the UNSC Flyer survive the interception attack from the Covenant Flyer, it may continue its Movement across the table to engage the Wraith.

As this is a **Combat Air Patrol** Mission the ***Dust Off*** Loadout cannot be used, which means the Covenant Flyer must exit the table continuing in a straight line once it has engaged the UNSC Flyer.

COMBAT DROP MISSION (1 VP)

All Infantry (and some Armoured) Units chosen in a Force can be held back during Deployment as **Air Reserves** to be deployed onto a battlefield later using a **Combat Drop** Mission. Such Missions are highly valuable as they allow for a Force's elite Units to be brought straight into the heart of a battle, but care should be taken when executing this type of Mission as the loss of a Flyer will also result in the demise of the Unit being carried with no Heroic Saves permitted!

The Flyer engaged in a **Combat Drop** Mission declares its Target and Entry Points, marking them as normal. Should the Flyer successfully reach its Target Point, the Infantry Unit onboard may deploy a single Element positioned on the Target Point and any others Elements are placed within coherency. The newly deployed Unit does not have an Activation Marker and can be Activated at the next available opportunity. Flyers performing a **Combat Drop** Mission start their Attacks at **Firepower Rating** of **2**, subject to normal modifiers.



In this example, a Pelican is delivering a Unit of UNSC Recon Troopers (shown in cyan) on a **Combat Drop** Mission. UNSC Recon Units provide an excellent assassination capability to a UNSC Force, so the UNSC player wisely elects to bring them into the fight safely away from any active Anti-Air fire, choosing a safe Target Point on the battlefield to drop the Unit.

The UNSC player marks the Target and Entry Points, and when the Flyer reaches the Target Token, a single Recon Element is placed on the tabletop and all other Elements are placed within coherency of it. The Pelican can now *'dust off'*, exiting the battlefield from the Target Point because this Mission allows for the use of the ***Dust Off*** Loadout.

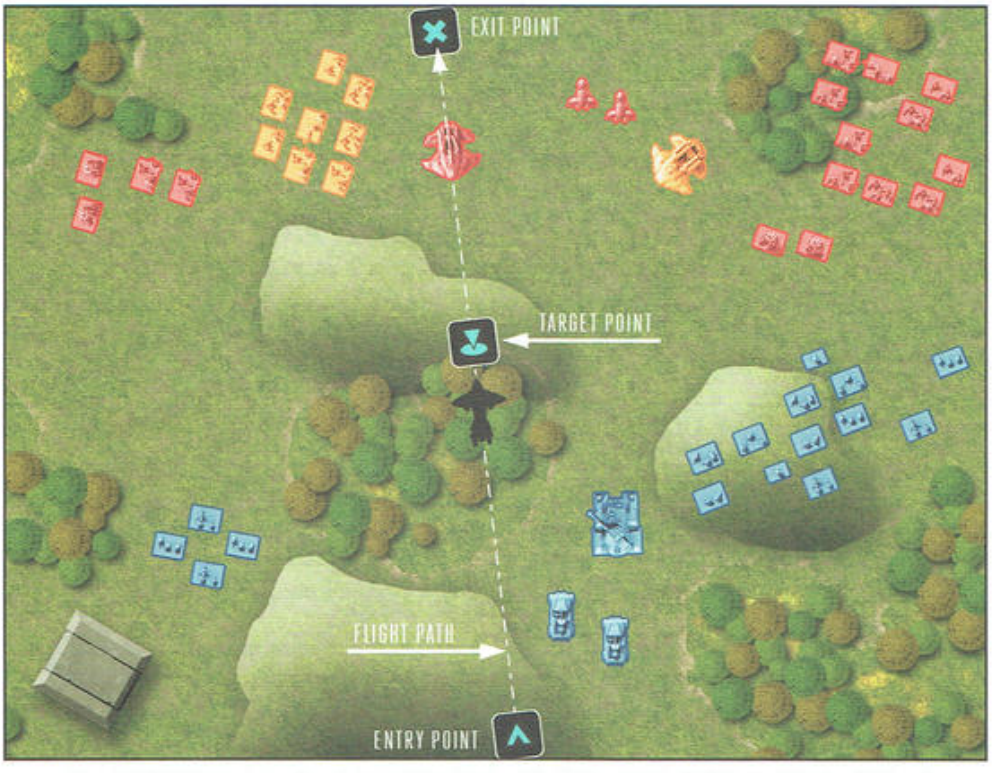
FIRING AA-WEAPONS AS A REACTION

Rather than reacting at a Flyer at the beginning or the end of its movement, Units attempting Reaction Fire against enemy Air Support Flyers do so in a slightly different manner:

At ANY point during a Flyer's movement down its Flight Path a player may attempt Reaction Fire with a single Unit within weapon range. If successful, the Unit may fire using its weapon's Anti-Air (**AA**) Value. Alternatively, a defending player with an Air Support Flyer on a **Combat Air Patrol** Mission, may decide to make an out of sequence interception.

A Unit within weapon's Range of a Flyer's Flight Path may attempt to react to a Flyer moving overhead. Ranges for Elements able to fire within a Unit are determined from the centre of an Element to the Flight Path itself.

Any Unit that attempts **Reaction Fire** against an Air Support Flyer gains an Activation Token as normal. **AA** Weapons carried by Elements are not affected by intervening Terrain or other Elements when targeting enemy Flyers. All firing at Flyers follows the rules regarding Firing Actions and ALWAYS uses the AA Value attached to each weapon. If a Flyer is *Destroyed* by **AA** it is removed from its Battle Group.



In this example, a UNSC Flyer is performing a **Ground Attack** Mission against a Covenant Wraith. As the UNSC Flyer approaches its Target Point the Covenant player has several options open to them: the **AA Wraith** (shown in orange) can attempt **Reaction Fire**, the Grunt Lance has 8 Bases (also shown in orange) that can React once the UNSC Flyer attempts to leave the table. The Wraith that is the target of the Ground Attack can also attempt to React, but it has limited **AA** capability. The AA Wraith or Grunts are best option for engaging the UNSC Flyer. As you can see, **Air Support** Missions can be dangerous!

THE END PHASE

In this Phase, players will resolve any outstanding effects and situations generated by the events of the Game Turn. Players will attempt to gather their Forces to push forward into the next phase of battle.

The **End Phase** breaks down into two Steps:

STEP 1 – CALCULATING VICTORY

Games are won and lost on the back of **Victory Points** (**VPs**), which not only represent the ability of one side to dominate and destroy the other, but also to satisfy particular strategic and tactical goals. VPs can be awarded for many reasons, the most common are:

DESTROYING THE ENEMY

Players should keep a running tally of the Build Rating (BR) Points of all enemy Elements they have managed to *Destroy*. Remember that with Infantry you MUST *Destroy* an **entire Unit** in order to claim VPs for it. With Armoured and Flyer Units you score VPs for **each Element** that is *Destroyed*.

BATTLE GROUP DESTRUCTION

Some Scenarios will award additional VPs when an entire Battle Group is *Destroyed*.

THE LOSS OF A LEADER

Some Scenarios will award additional VPs for each Element with the ***Commanding Presence*** Loadout that is *Destroyed*. The number of Victory points awarded may vary depending on specific Scenario Conditions (such as in the Assassinate Mission Scenario in this book).

PLACED OBJECTIVE CAPTURE

Some scenarios will dictate the presence of a **Placed Objectives** on the battlefield – these Objectives are commonly Buildings in nature. Should a Unit of Infantry move into contact with the Objective they are considered to have captured it, gaining any Victory Points attached to its capture.

SCENARIO SPECIFIC VICTORY POINTS

Scenarios may also have other conditions under which additional VPs are awarded. See the **Pre-Game Set-Up** chapter on **Page 44** for more about calculating VPs.

CHECK FOR END OF GAME TABLE	
Victory Points (VPs) Comparison	Game Result
A Player has **DOUBLE OR MORE** VPs than their opponent.	The Player with the Highest Victory Points Total wins an **Crushing Victory**. The Player with the Lowest Victory Points Total suffers a **Outright Defeat**.
A Player has **MORE**, but not **DOUBLE** the VPs than their opponent.	The Player with the Highest Victory Points Total wins a **Marginal Victory**. The Player with the Lowest Victory Points Total suffers a **Narrow Defeat**.
Both Players have the **SAME** VP total.	The game is a **Draw**.

CHECK FOR THE END OF THE GAME

All Scenarios in a game will have a set number of Game Turns that can be played. If the **Game Turn Limit** has been reached, the game ends and players compare their VPs total, using the table above.

STEP 2 – PREPARE FOR THE NEXT TURN

Assuming the Game Turn Limit has not been reached, all players should now prepare for the next Game Turn. The battlefield should be tidied to make sure all relevant Damage Tokens are on the correct Bases, and any used Order Dice should be retrieved. Players should also remove all **Activation** and **Cooldown Tokens** from the battlefield.

Players should also announce if any **Character Infantry** or **Leader Elements** are intending to attach or detach themselves to or from Units - detaching Characters are moved **4"** away from the Unit.

Unused Order Dice can be removed from the Force Commander and any Heroic Character Data Cards in preparation for the next Game Turn, but only if a player so chooses. Players then proceed with the **Pre-Turn Phase** of the new Game Turn, see **PAGE 61**.

An Elite Minor is a significant upgrade to a Unit of Grunt Levies, making them a much improved fighting force!

APPENDIX 1: LOADOUTS

Loadouts are a set of rules that reflect specific conditions or effects, usually representing technologies that give bonuses to a Force, or append the normal game rules in some way.

LOADOUT ORGANISATION

For convenience, we have organised the Loadouts into Movement and Defence Loadouts, Firing and Weapon Loadouts, and Melee and General Loadouts. This represents the instances where they are most likely to be used. Under each heading, the Loadouts are also listed alphabetically for ease.

MOVEMENT & DEFENCE LOADOUTS

DUST OFF

This Loadout is only available to certain types of Flyers with the Air Support Flyer designation. Flyers with this Loadout engaged in Combat Drop, Supply Drop or Reinforcement Missions enter the table via their Entry Point Marker, move down their Flight Path towards their Target Point Marker, and then '*dust off*' by being removed from the table once their Mission has been completed without continuing their movement towards a board edge.

Flyers on these three Missions are vulnerable to Reaction Fire by Anti-Air Elements as they deliver their Mission as they hover above the battlefield, descending towards their Target Point Marker. All Reaction Fire Attacks are resolved with Firepower Rating 5 when attacking a Flyer performing a Mission that benefits from the ***Dust Off*** Loadout.

Example: A Pelican Dropship performs a Reinforcement Mission. A Unit of Ghosts succeeds in passing its Reaction Fire Test and attacks with Firepower Rating 5 against the *reinforcing* Pelican.

ELUSIVE

An Element with the ***Elusive*** Loadout causes any Attack made by an enemy Element to be counted as firing into Cover that is one level higher. When targeting an Element in the Open, the Cover Level is counted as Light Cover. When Targeting an Element already in Light Cover, it counts as being in Heavy Cover. Elements with this rule already in Heavy Cover gain no further benefit... they are protected enough!

Note that weapons with the the ***Blast*** Loadout ignore Elusive rules as they ignore all levels of Cover.

For example: A UNSC Recon Team has taken up position in a Wood. The Wood provides a Light Cover modifier of -1 to the Firepower Rating of any incoming Attack, but the Recon Team's ***Elusive*** Loadout upgrades that to -2 instead.

HEROIC SAVE (TYPE)

If at any time an Element with the ***Heroic Save (Type)*** Loadout should be allocated a Damage Token, roll a single Halo Dice and refer to the level listed in the parentheses on the Element's statistic card.

HEROIC SAVE TABLE	
TYPE	**RESULT NEEDED**
Legend	On a roll of anything other than a , the Damage Token is ignored.
Leader	On a roll of a or , the Damage Token is ignored.
Trooper	On a roll of an , the Damage Token is ignored.

Example 1: A Spartan suffers enough hits to be taken out of action. The Spartan has the ***Heroic Save (Legend)*** Loadout. Rolling a single Halo Die, the Spartan must avoid rolling a to ignore Damage, shrugging off the Damage and fighting on!

Example 2: An Elite Zealot is injured during Melee, taking enough hits to be taken out of action. The Elite has the ***Heroic Save (Leader)*** Loadout. Rolling a single Halo Die, the Zealot must roll a or to avoid being removed as a casualty.

Example 3: A Unit of Jackal Warriors suffer catastrophic Damage, losing 3 Bases under a torrent of UNSC fire. The Jackals have the ***Heroic Save (Trooper)*** Loadout. Each Jackal Base must roll a to avoid being removed as a casualty.

ORBITAL INSERTION

Units with this Loadout can be inserted into the battlefield from space, using the Scatter Mechanic as detailed on **Page 72** for further details. These Units will be supplied with Orbital Insertion rules specific to the Unit.

For example: A Unit of ODST are held back by a UNSC player with the intent that they be '*inserted*' into the battlefield at a later stage of a game. During Game Turn 3, the UNSC player decides it is the perfect time to strike and places a Scatter Template on the table, rolls a D6 for Deviation and a D6 for the Scatter Distance measured in inches.

Consult the Orbital Insertion Rules supplied with Units that are able to deploy this way for rules specific to the Unit.

RESOLUTE

Elements with the ***Resolute*** Loadout may re-roll any INITIAL failed Heroic Save attempt. However, the second result must be accepted.

For example: An Elite Zealot takes a Heroic Save to survive an incoming attack. The Elite Zealot has ***Heroic Save (Leader)*** Loadout and so requires a or to shrug off the attack. Sadly, the Zealot fails the INITIAL roll and would normally suffer a point of Damage at that point. However, Zealots may re-roll the result of a failed ***Heroic Save***... and subsequently succeeds in rolling a , surviving the attack!

WEAPON & FIRING LOADOUTS

BLAST

Some weapons are able to deliver such catastrophic damage to the enemy that no level of Terrain will provide Cover against. All weapons with the ***Blast*** Loadout ignore Terrain Cover effects when determining the Firepower Rating of an Attack.

Example: A Wraith opens fire with its Plasma Mortar against a Unit of UNSC Riflemen that are seeking cover in a building. Normally the Attack would be modified by **-2** to its Firepower Rating for Heavy Cover, but due to the Wraith's weapon having the ***Blast*** Loadout, this Cover penalty is ignored!

COOLDOWN

All Weapons with the ***Cooldown*** Loadout may only be fired ONCE per Game Turn. Should an Element perform a Firing Attack with the Weapon, place a Cooldown Token next to it after it has resolved its Attack to represent the weapon's unavailability for the remainder of the Game Turn. All Cooldown Tokens are automatically removed from play during the End Phase of a Game Turn.

Example: A UNSC Recon Unit opens fire with its Sniper Rifles during a Reaction Fire. After the Attack has been resolved, each Base with Sniper Rifles take a Cooldown Token to denote they have fired this Turn.

Note, should the Unit have failed its Reaction Fire Test, they would **NOT** take the Cooldown Token as they technically have not shot yet, but they **WOULD** still take an Activation Token however.

DEVASTATING (TYPE)

All Ranged Fire that include a weapon with the ***Devastating*** Loadout gain a **+1** bonus to their Firepower Rating when targeting the enemy Type listed in parentheses.

Example: A UNSC Scorpion has a Battle Cannon with the ***Devastating (ARM)*** Loadout. This means that when attacking Armoured targets all its Attack Dice use a Firepower Rating of 5 prior to modification by Terrain etc.

SCOUR THE SKIES

All Elements with this Loadout always have an unmodified Reaction Fire statistic of **7/9** (replacing their existing Reaction statistic) if they are targeting enemy Flyers with Reaction Fire.

Example: A UNSC Sun Devil opens fire on a Covenant Phantom Dropship that is performing a Reinforcement Mission. The Sun Devil has already Activated, and would normally be restricted to a Reaction Fire statistic of **12**, but this is modified to **9** because it is Reacting against a Flyer.

INDIRECT FIRE WEAPON

Indirect Fire weapons (often referred to as IDF weapons) may target enemy Units even if they have no Line of Sight, provided that another Element in the same Battle Group CAN draw unimpeded Line of Sight to the target. All IDF Attacks are resolved at Firepower Rating 2, with no modifiers of any type applied.

Example: A Covenant Wraith has no clear Line of Sight to a UNSC Riflemen Unit with its Plasma Mortar. Fortunately, there is a Unit of Covenant Grunts from the same Battle Group that CAN draw Line of Sight, and so the Wraith can still fire, resolving at Firepower Rating 2, with no modifiers of any type in play.

LOCK ON

This weapon gains a +1 Firepower Rating modifier when firing at Long Range.

Example: A UNSC Fire Support Unit is equipped with Rocket Launchers with the ***Lock On*** Loadout. When attacking an enemy at Long Range, the weapon will gain a +1 modifier to its Firepower Rating.

MOVE OR FIRE

Any Element armed with a weapon with the ***Move or Fire*** Loadout must perform a Hold Move Action in its Movement Phase if it wants to fire with the weapon. Should the Element perform any other Move Action, place a Cooldown Marker next to the Base to show that the Weapon is unable to fire.

Example: A UNSC Riflemen Unit with HMG Upgrade elects to move from woodland into a building in its Movement Segment. HMGs have the ***Move or Fire*** Loadout and the HMG Element takes a Cooldown Token, meaning it cannot now shoot this Game Turn. The other UNSC Riflemen, carrying Small Arms, in the Unit do not have the ***Move or Fire*** Loadout, and are therefore able to perform a Ranged Attack.

Example: A Unit of UNSC Drop Pods deploy to the battlefield using the Orbital Insertion rules, and therefore perform a Basic Move Action. Any Elements exiting the Drop Pods with the ***Move or Fire*** Loadout would gain Cooldown Tokens, whereas any Elements without the Loadout could perform a Ranged Attack.

PINPOINT

Weapons with the ***Pinpoint*** Loadout may only ever combine to perform a Ranged Attack with other weapons which also have the ***Pinpoint*** Loadout. A Pinpoint Attack MUST select a single Element within an enemy Unit to be the target.

This does NOT have to be the closest Base in the enemy Unit, and can instead be any Base the Attackers can draw Line of Sight to. Should the Target be Damaged multiple times by this attack, it must perform multiple ***Heroic Saves*** if permitted.

> **Example:** A UNSC Recon Team decides to open fire on a Grunt Lance that is within Range. The Recon Unit has 2 Bases with Sniper Rifles and 2 Bases of standard Recon Troopers with Small Arms.
>
> This requires the UNSC player to build **2 separate Attack Dice Pools**: one for the Sniper Rifles and one for the Riflemen's Small Arms. The Small Arms are governed by the standard rules for Attacking an Infantry Unit, including targeting the **closest** Elements in the Unit first. The Sniper Rifles, however, have the ***Pinpoint*** Loadout and allows them to target ANY Element they can draw Line of Sight to - such as the Elite Minor Element that is leading the Grunt Lance.

The UNSC M247H Heavy Machine Gun is the perfect weapon for suppressing covenant forces

> When the Ranged Attack is resolved, the Small Arms fail to cause enough Damage to remove a Base, but the Sniper Rifles manage to Damage the Covenant Elite Minor no less than twice!
>
> The Covenant player rolls the Elite Minor's ***Heroic Save (Leader)***: needing **2** rolls of a or . The Covenant player fails to save both of the Damage and the Base is removed from play as a casualty. Bad news for the Grunts!

POINT BLANK

All weapons with the ***Point Blank*** Loadout gain a **+1** modifier to their **Firepower Rating** when firing at a Unit in Short Range.

> **Example:** A Covenant Lance containing 6 Bases of Grunts and 2 Bases of Elite Minors open fire on a UNSC Fire Support Unit. Each Base is within Short Range with their weapons meaning all Dice in their Attack Dice Pool will use a **Firepower Rating** of **5** prior to any modification by Terrain *etc.*

SUPPRESSION (+VALUE)

If a weapon with the ***Suppression*** Loadout causes Damage in an attack, the Suppression Test taken by the enemy Infantry will add a number equal to the *Value* listed in the parentheses to the result of their Suppression Test dice roll. Note that should multiple instances of a Suppression Test be present in the Attack, choose the highest *Value*.

> **Example:** An Activated Covenant Grunt Lance suffers 3 Damage from a Unit of Warthogs. The Warthog's chainguns have the ***Suppression (+2)*** Loadout, meaning that the Grunt Lance must take its Suppression Test rolling **2D6+3+2!** The Covenant player makes the roll and gets a result of **7**, then adding **5** to the result for a total of **12**, and the Grunts reach the level required for Suppression (which is **12**) to take effect and thus take a Cooldown Token on top of their Activation Token!

MELEE & GENERAL LOADOUTS

ACTIVE OVERWATCH

A Unit with the ***Active Overwatch*** Loadout may re-roll their Reaction Fire dice when attempting to execute a Reaction Fire Test. Both Dice must be re-rolled and the second result must be accepted.

AERIAL INSERTION

Unless otherwise stated as part of a scenario condition, an Armoured Unit with the ***Aerial Insertion*** Loadout may be deployed into battle using the Combat Drop Rules for Air Support Mission Flyers.

ATTACHMENT (INF / ARM / ALL)

Elements with this Loadout may attach to existing Units in their force, denoted in parentheses: Infantry (INF) and Armoured (ARM). Attached Elements then apply their React statistic to the Unit they have joined and a Unit may only ever have ONE attached Element at any given time.

When attached to an Armoured Unit, the Element loses access to its own weapons, effectively replacing them for the on-board weapon(s) of the Vehicle. If the Vehicle they are in is *Destroyed*, the attached Element is automatically *Destroyed* and no Heroic Saves are possible!

Elements with the ***Attachment*** Loadout may NEVER attach to Flyer Elements. Elements with the ***Attachment (ALL)*** Loadout are may attach to either Infantry or Armoured Units (but never Flyers). In addition, they may elect to exist on their own on the battlefield, taking on the enemy singlehandedly!

An Element attaches by moving into contact with the desired friendly Unit, giving both Units an Activation Token (assuming the friendly Unit does not already have already).

DECOUPLING – An Attachment many decouple itself from a Unit if desired. This must be announced during the Prepare for Next Turn Step of the End Phase of a Game Turn. If an Attachment decouples, it is placed within 4" of the Unit and no longer counts as being attached to it.

BATTLE HARDENED (VALUE)

An Element with this Loadout may re-roll failed Melee Dice up to the *value* listed in the parentheses. In cases where a Unit has multiple Elements with the ***Battle Hardened (Value)*** Loadout, the *values* combine! For example, a Unit of 2 Hunters with the ***Battle Hardened (3)*** Loadout each could re-roll up to 6 Melee Attack Dice!

COMMANDING PRESENCE (RANGE ")

An Element with this Loadout allows a friendly Unit from the same Battle Group to increase the result of a Reaction Fire Test by +1 when within the *Range* listed in the parentheses. In addition, all Infantry Units from the same Battle Group within *Range* may reduce the result of a Suppression Test by -1.

FEARLESS

Infantry Units that include an Element with the ***Fearless*** Loadout can re-roll a failed Suppression Test. The second result must be accepted.

HIJACK!

Elements with this Loadout are able to hijack some enemy Armoured Vehicles during the course of a battle, using many of the rules described in the ***Attachment*** Loadout. These instances are not without risk, and can be achieved if the hijacking Element is willing to run the risk of taking Damage or being *Destroyed* if the Vehicle they are in has been *Destroyed*!

An Element wishing to attempt a hijack must move into contact with an enemy Vehicle and takes an automatic point of Damage - ***Heroic Saves*** are permitted if available. If the hijacking Element survives, the crew of the Vehicle are subdued/ knocked out long enough for the hijacker to take control of the Vehicle.

From this moment the Vehicle is considered to be part of the hijacker's Force in all respects. When first hijacked the Vehicle cannot perform any movement, but the hijacker can perform a Ranged Attack(s) with any of the Vehicle's weaponry.

In the **End Phase** of each Game Turn, the hijacker may elect to ***exit*** from the Vehicle, being placed anywhere within 4" of the hijacked model (chosen by the hijacking player), or can attempt to remain in control of the Vehicle.

To remain in control a player must roll a Halo Dice needing a [X] or [X]. If successful, the hijacked Element remains under their control and can continue to be used as if it were a Unit in their own Force.

If unsuccessful, the hijacker is kicked off the vehicle, placed anywhere within 4" (chosen by the expelling player), and the expelled hijacker takes an automatic point of Damage, with ***Heroic Saves*** permitted.

Should an Armoured Element be *Destroyed* while hijacked, no Victory Points are scored by either player for the loss of the Armoured Element. Most importantly, remember that the Unit which performed the hijack is automatically *Destroyed* along with the Vehicle. ***Heroic Saves*** are NOT permitted at this time.

When an Armoured Unit is no longer in a state of being hijacked, and returns to the control of the owning player, it becomes subject to the normal Unit coherency rules until it moves back into coherency with other Elements from its Unit, should there be any on the battlefield.

Example: A Spartan moves into contact with a Wraith and announces that rather than engage it in Melee, they will attempt to hijack it instead. The Spartan takes an immediate point of Damage, which is saved using the impressive ***Heroic Saves (Legend)*** Loadout. They can now do what they want with the enemy Wraith!

During the **End Phase**, the Spartan can choose to safely ***exit*** from the Vehicle, or can roll to remain in control of the Vehicle, but runs teh risk of taking Damage.

Bear in mind that the Covenant player may decide to open fire on their own Wraith in dire circumstances, especially when there is a possibility of *Destroying* a vile Spartan!

HIJACK RESISTANT

An Element with the ***Hijack Resistant*** Loadout cannot be hijacked by an enemy player, nor can it have friendly Elements with the ***Attachment*** Loadout attach to it. For example, even though a Hunter is classed as an Armoured Unit, it simply is not possible to hijack one.

Warthog
Scorpion
Ghosts
Incoming
Supply Drop
-2:08
Captain Santos
Zealot
Supply
Drop
Spartan
Hunters
Spartan
Wraith
Supply
Drop
Supply
Drop
Wraith
Hunters
ONI/SPECWAR-AI/ARTC-DIRECT_
SAT/REG_FEED/
ERS_KGD/847//9375937
UNSC

APPENDIX 2: COVENANT STANDARD BATTLE GROUPS

When building a Force, Covenant players should use the two **Standard Battle Groups** shown on this page as their building blocks. They will allow players to build either an Infantry or Armoured focused Force, or they could be combined into a single larger Force.

These Battle Groups have been designed to provide players with a high level of flexibility in their Force composition. As new Units are released for ***Halo: Ground Command***, new Battle Groups, including **Specialist Battle Groups**, will be detailed.

Check out the **Spartan Games Website** for more details.

HUNTING HOST INFANTRY BATTLE GROUP

All Standard 'Hunting Host' Battle Groups MUST have:
- *Requisite Character Unit: 1x Elite Zealot Unit*
- *Requisite Infantry Units: 3x Grunt Units*

Optional Infantry Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Infantry Units.** • A maximum of ONE *Optional* Character Infantry or Heroic Character may be taken in a Battle Group chosen from the following: *Elite Officer, Heroic Character*
Optional Armoured Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-8 Build Rating Points on *Optional* **Armoured Units.**
Optional Flyer Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Flyer Units.**

Optional Infantry Units
Up to a maximum of 6 BR Points

Optional Armoured Units
Up to a maximum of 8 BR Points

Optional Flyer Units
Up to a maximum of 6 BR Points

SIEGE HOST ARMOURED BATTLE GROUP

All Standard 'Siege Host' Battle Groups MUST have:

- *Requisite Command Unit: 1x Artillery Wraith*
- *Requisite Armoured Unit: 1x AA-Wraith*
- *Requisite Armoured Unit: 1x Ghost Rapid Assault Unit*

Optional Infantry Units	• Once a player has taken their Requisite Armoured Units, they may then spend 0-4 Build Rating Points on *Optional* **Infantry Units.** • Unless otherwise stated, no Character Infantry may be chosen in an Armoured Battle Group.
Optional Armoured Units	• Once a player has taken their Requisite Armoured Units, they may then spend 0-10 Build Rating Points on *Optional* **Armoured Units.**
Optional Flyer Units	• Once a player has taken their Requisite Armoured Units, they may then spend 0-6 Build Rating Points on *Optional* **Flyer Units.**

Artillery Wraith* + AA Wraith + Ghost Unit

Optional Infantry Units
Up to a maximum of 4 BR Points

Optional Armoured Units
Up to a maximum of 10 BR Points

Optional Flyer Units
Up to a maximum of 6 BR Points

Special Rules:

Group Commander*

The Artillery Wraith acts as a Battle Group's Commander and gains the **COMMANDING PRESENCE (8")** Loadout for free

APPENDIX 3: UNSC STANDARD BATTLE GROUPS

When building a Force, UNSC players should use the two **Standard Battle Groups** shown on this page as their building blocks. They will allow players to build either an Infantry or Armoured focused Force, or they could be combined into a single larger Force.

These Battle Groups have been designed to provide players with a high level of flexibility in their Force composition. As new Units are released for ***Halo: Ground Command***, new Battle Groups, including **Specialist Battle Groups**, will be detailed.

Check out the **Spartan Games Website** for more details.

UNSC MECHANISED INFANTRY BATTLE GROUP

Standard Mechanised Infantry Battle Groups MUST have:
- *Requisite Character Infantry Unit: 1x Commander Unit*
- *Requisite Infantry Units: 2x UNSC Infantry Units*

Optional Infantry Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Infantry Units.** • A maximum of ONE *Optional* Character Infantry or Heroic Character may be taken in the Battle Group chosen from the following: *Spartan, Heroic Character*
Optional Armoured Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-8 Build Rating Points on *Optional* **Armoured Units.**
Optional Flyer Units	• Once a player has taken their Requisite Infantry Units, they may then spend 0-6 Build Rating Points on *Optional* **Flyer Units.**

Optional Infantry Units
Up to a maximum of 6 BR Points

Optional Armoured Units
Up to a maximum of 8 BR Points

Optional Flyer Units
Up to a maximum of 6 BR Points

UNSC STANDARD ARMOURED BATTLE GROUP

Standard Armoured Battle Groups MUST have:

- *Requisite Command Unit: 1x Scorpion Tank*
- *Requisite Armoured Unit: 1x Sun Devil Tank*
- *Requisite Armoured Unit: 1x Gauss Warthog Unit*

Optional Infantry Units	• Once a player has taken their Requisite Armoured Units, they may then spend 0-4 Build Rating Points on *Optional* **Infantry Units.** • Unless otherwise stated, no Character Infantry may be chosen in an Armoured Battle Group.
Optional Armoured Units	• Once a player has taken their Requisite Armoured Units, they may then spend 0-10 Build Rating Points on *Optional* **Armoured Units.**
Optional Flyer Units	• Once a player has taken their Requisite Armoured Units,they may then spend 0-6 Build Rating Points on *Optional* **Flyer Units**

Scorpion Tank*

\+

Sun Devil Tank

Gauss Hog Unit**

Optional Infantry Units
Up to a maximum of 4 BR Points

Optional Armoured Units
Up to a maximum of 10 BR Points

Optional Flyer Units
Up to a maximum of 6 BR Points

Special Rules:

Group Commander*

The Scorpion Tank acts as a Battle Group's Commander and gains the **COMMANDING PRESENCE (8")** Loadout for free

Mobile Anti-Armour**

The Warthogs taken as **Requisites** for this Battle Group MUST be Gauss Hogs

APPENDIX 4: SPARTAN DEREK'S 1250 POINT COVENANT LIST

Choosing a Force for Halo: Ground Command couldn't be easier. Spartan Neil and I have agreed to play a game, setting the Maximum Force Value (MFV) at 1250 Points. I plan to field a Standard Covenant Hunting Host, which gives me a good spread of Armour and Infantry options and an option for Air Support Missions if I want them.

First off, I need to add a Force Commander. In such a relatively small game the Covenant Generic Force Commander is a pefect way to lead my Force. Over time, as new Force Comanders and Heroic Characters become available, more options for players to choose from will emerge.

GENERIC FORCE COMMANDER
WARHOST LEADER
50 POINTS
STANDARD ORDERS
UNIQUE ABILITY

I decide to give mine a cool name (*Kohl 'Moradamee*) since no Battle Leader should be ever without a great name! After all, when I crush Neil in our game I want the name *Kohl 'Moradamee* to become famous throughout the Covenant! This now reduces my Maximum Force Value (MFV) by 50 Points - the cost of a Generic Force Commander.

Looking through the Covenant Hunting Host Battle Group, I must have an Elite Zealot to lead my troops on the battlefield... not a problem. That guy is a freight train in combat. A Zealot costs 125 Points, so I now have 1075 Points left in my MFV.

To that I must add 3 Grunt Units as my Requisites for the Hunting Host to be legal. Grunts aren't the greatest fighting Unit, but with enough of them I can hopefully overwhelm Neil's human heretics!

I choose to give them all the '*bells and whistles*' I can – upgrading each Unit with a Fuel Rod Cannon Team and replacing a Grunt Base in each Unit with an Elite Minor! These are expensive Units *fully-tooled* up, costing 115 Points each, so reducing my MFV to 730 Points remaining.

My choice now is whether I field them as three individual Units, or I roll them all into one devastating Unit. I'll come back to that decision later.

I reckon I have enough Infantry so it's time for my favourite bit... the Armour. A vehicle I have always loved in Halo is the Type-32 Ghost, so I make sure they are taken first. The Covenant Hunting Host can have up to 8 slots of Build Rating taken from Armoured Units. My Ghosts have a BR of 1 each, and a Unit can be 3 strong, so I can easily add them. It costs 240 Points for all 3, further reducing my MFV to just 490 Points remaining. I also have 5 Armoured slots left.

I thought about adding in another Grunt Unit, or maybe some more Ghosts, but I would rather have a different set of models to paint for my starting force, so I choose a pair of Hunters.

This Unit must ALWAYS be taken in pairs and has a BR of 4. Hunters are considered an Armoured Unit and luckily I have 5 slots left.

The Hunters are 240 Points for a pair, which is then deducted from my remaining MFV, meaning I have 250 points left.

Lastly, I just can't resist taking an Air Support Flyer, which for the Covenant has got to be the iconic Phantom Troop Carrier! I reckon I will benefit greatly from the tactical flexibility it grants a Force in general game-play terms.

Players can choose to use the actual model itself or the '*Shadow*' Template we make for the Phantom if they prefer - I'll be using the model because it looks amazing on the gaming table!

As it happens a Phantom costs 250 Points... meaning that my Force comes to exactly 1250 points... perfect!

Let's go back to my Grunts. I have two options open to me with these little fellas: field them as three discrete Units, giving me flexibility and the ability to use Air Support Missions to keep reinforced during a game, or as one big, powerful Unit called a Lance.

The limitation to a Lance is that it can never be reinforced, so once it is destroyed it is gone. But it does throw out lots of firepower. Tricky decision for a commander to make, but as I have my Phantom I opt for three Units.

I'm ready to go...

APPENDIX 5: SPARTAN NEIL'S 1250 POINT UNSC LIST

Taking the contents of the Battle for Reach 2-player set as the starting point for my Force, I am really looking forwards to making Derek's Covenant pay dearly for their hubris. This is Reach, this is our planet... they will pay for their invasion in blood!

Firstly, I need a Force Commander, so step forward Lieutenant Commander Nathan Bartlet - a name inspired by a couple of TV characters I like. We're using Generic Force Commanders, so I subtract 50 points (cost of my Force Commander) from my 1250 Point Maximum Force Value (MFV).

GENERIC FORCE COMMANDER

LIEUTENANT COLONEL

50 POINTS

Looking through the Mechanised Infantry Battle Group, I must have now take an Officer to be my leader on the ground. He comes in at 80 Points, so I now have 1120 Points left in my MFV.

To this I must add 2 Riflemen Units as my Requisites for my Mechanised Infantry Battle Group. Troopers are tough, capable and armed to the teeth with powerful combinations of small arms. I also have the opportunity to equip them in various ways, making these Units very flexible.

I decide to take Heavy Machine Gun upgrades for each of my Units, making them very effective at mowing down Derek's Grunts - of which I'm sure he will have a few! The cost for these upgraded Units is 135 points each (including the HMG upgrade) and this takes my MFV down to 850 MFV points left.

With all my Requisites in the Battle Group taken care of, it's time to move onto something, or rather someone, that is much more deadly. Yes, you guessed it, I decide to take a Spartan. I mean, how could I not take a Spartan... it would be just wrong!

He comes at a price, but he is worth every point of the 190 points I spend to get him. My MFV is now down to 660 points.

I'm not done with adding more Infantry Units to my Battle Group. Having played Derek a LOT of times in testing I know he loves his Ghosts.

So, in an attempt to counter their speed and lethal nature, I decide to take a Fire Support Team armed with Rocket Launchers. These are very good at killing Armoured targets and will definitely be a thorn in the side of the Covenant.

The cost for this Unit is 170 points, and to my two Requisite Riflemen Bases I elect to add two Teams of Rocket Launchers - bringing the Unit to 4 Elements. I now have only 490 MFV Points left.

My Fire Support Team could have had HMGs, but I opted instead for Rocket Launchers because unlike HMGs, my Rocket Launcher Riflemen can move and shoot, which is important in my strategy of how to deal with Derek's Covenant.

Next up its time to take the most iconic vehicle of the UNSC Army on Reach – the Warthog! Armed with a fearsome chaingun that can shred Infantry and Flyer targets with ease, the 'Hog' is great as a fast-attack Unit. Taken in pairs and costing 120 Points each, I now have only 250 MFV points left.

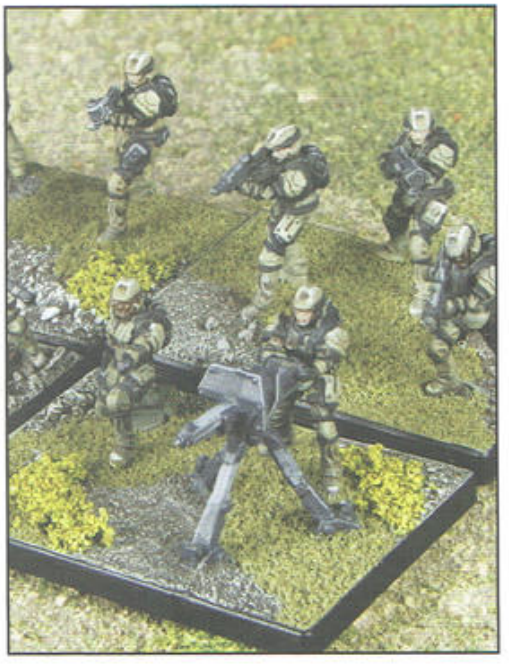
Again, knowing the way Derek works, I think I most definitely need some Air Support. The game of Halo: Ground Command is a combined arms game, and so having access to the various Air Support Missions the Pelican can deliver would be tactically advantageous.

Pelicans cost 250 points and it just so happens that I have the points left to get one - lucky me!

Going back to my Infantry for a moment, my two Infantry Units can be formed into what the UNSC call a Battle Squad. This is a most capable Unit, but in a small game I like the flexibility two Units, supported by my Fire Support Team give me.

Also, I plan to hold some Units back in reserve and air drop them in somewhere on the battlefield to cause Derek problems. Battle Squads cannot be deployed this way, so my choice of small Units works best for my plan.

Now all I have to do is take the great idea in my head and make it work on a tabletop... let's hope the dice like me more than they normally do!



PREPARING AND PAINTING YOUR MINIATURES

When you get your HALO miniatures they will come in either pewter or resin, or a combination of the two, and will have a small amount of what is called '*flashing*' – this is the remnants of the casting process for both materials, and is easily removed.

Using pictures for reference, remove any parts that are not meant to be on the miniature. We recommend using a pair of fine-nose clippers, and having a good set of model files to hand will be most helpful. Most good model shops will be able to help you in sourcing these tools, which will be invaluable in your journey to becoming a miniature modeller and painter.

The best way to start is to not try and cut all the flashing material off the miniatures in one go. Try leaving a small amount on the model and then use the files to flatten down the rest to the miniature. This should help you prevent any accidental damage occurring to the miniature.

At this point, any pewter miniatures can have their poses changed by gently bending limbs to new positions. Be careful when you do this, as although pewter is strong (one of the key reasons we chose it for our 1/100th scale miniatures) it will break if re-posed too far or too forcefully.

Resin is less forgiving with being re-posed, and generally needs very hot water. If you are going to attempt to bend resin, be very careful. Our designers work closely with our mould makers to create parts that should not need bending to fit together.

If you have any troubles with your models, please contact our Despatch Department using the despatch@spartangames.co.uk email address.

CLEANING

When you are happy that you have removed all excess material from the miniatures, and they are posed how you want them to be, give them a clean. When moulding our miniatures Spartan Games uses what is called '*release agent*', which is always wise to wash off before painting. Warm, soapy water should be enough to remove any mould agent that may remain. A soft-head toothbrush can also be used to help get into those tight little corners.

The best glue to use with both resin and pewter models is Cyanoacrylate, commonly called superglue.

UNDERCOATING

Once any miniatures are clean, it is time for an undercoat of paint. This can be performed in one of 3 ways: paint spray cans, airbrushing or paint applied with a brush. There are 2 simple criteria for a successful undercoat, which applies to any application technique:

1. To cover a model completely to allow further coats of paint to adhere properly.
2. To perform action 1 with the thinnest possible coat so as not to obscure any details.

We would recommend an airbrush if possible, but no matter what way you apply your undercoat, always bear in mind the 2 points above and the results should be successful. Once these steps are complete you are ready to paint your miniatures.

GENERAL TIPS FOR SUCCESSFUL PAINTING

1. We recommend using Acrylic paints.
2. Always thin your paints to the consistency of milk – water will be fine.
3. Multiple thin coats of paint are always better than one thick coat.
4. Take care of your brushes, don't let paint get on the Ferrule (the metal part) and always shape the bristle back into a tip whenever you wash the brush.
5. Paint in a well-lit area, your eyes will thank you!

A GUIDE TO TERMS USED IN THIS BOOK

BASECOATS are the solid block colours that define the overall colour of any given area of a miniature. Care should be taken when you apply these to the correct areas, and do so as neatly as possible.

WASHES are a quick way of adding shadow and shade to the recesses of a miniature. They can be used straight or thinned, depending on how much you wish to change the Basecoat colour. Vallejo washes will automatically run into the recesses, and are excellent at enhancing your miniatures.

HIGHLIGHTS bring out the detail on a miniature, and are literally the finishing touch. The key to highlighting miniatures is to pick out key areas, such as armour edges, the top of folds of cloth, the top edges of weapons and so on. Use a brush with a small tip and carefully apply a lighter version of the basecoat colour to the edges and raised areas you are highlighting. Do this process slowly and as neatly as possible.

GLAZES are made by thinning paint until it is little more than a coloured water. Then dip your brush into the mix, remove enough so that when you pull the brush over the area you are painting it does not leave a pool, but rather a wet trail instead. This method can often requires multiple coats.

PANEL LINING is done using thinned down versions of Washes. To perform this, grab a brush with a very fine tip and dip it into a wash. Most importantly, you need to not overload the brush with wash - you are working with tip of a brush when Panel Lining.

Carefully touch the tip of the brush into any Panel lines of a model, such as infantry armour or tank plates. You will see that a capillary action carries the Wash along the panel lines. Take care not to get any wash onto the actual armour plates, and if this happens, quickly wash your brush, dry it, and then use it to absorb any wash that has leaked.

This process is quite an advanced technique and new painters may not want to attempt it, but as your confidence grows **Panel Lining** can make your models look much more realistic.

A QUICK NOTE TO PAINTING VEHICLES

We recommend the use of an airbrush to paint vehicles as it provides the best finish, even with a relatively budget airbrush. But if an airbrush is not available, you can still obtain great results with a paint brush. To obtain a great finish with a brush, make sure you thin your paints more than usual, to the thickness of semi-skimmed milk, and always brush in the same direction using multiple thin layers to build up the colour you are looking for.

Allow the first coat to dry completely before adding a second coat, this is critical as a wet layer underneath will shift as you put a second layer on and the finish will not be as good as it can be.

MIXING PAINTS

Sometimes you will need to mix colours in order to achieve the final colour you want. This is very simple and is done by what we call ratios. For example, you may need to create a highlight using a 1:1 ratio, meaning 1 drop (or whatever measuring method you choose of mix) to one drop of another colour. A 2:1 ratio means 2 measures of the first colour, 1 of the second. Vallejo paints come in dropper bottles which makes this task very easy to achieve. It is a good idea to keep a note of your mixing ratios so you can ensure your models all match.

OUR RECOMMENDED PAINTS - ACRYLICOS VALLEJO

We teamed up with Acrylicos Vallejo because of the extensive range of high quality paints and painting supplies it has to offer. Check out its Game Ranges, which are full of fantastical colours, or the Model Ranges which focus more real-world colours. Airbrush variants of both Ranges, which come pre-thinned for use in airbrushes, are also available.

Furthermore, Vallejo's painting supplies are extensive, ranging from different mediums that will change the behaviour and finish of paints, to washes and inks for changing the tones and hues of colours. There are even weathering effects and pigments to add even grater levels of realism to your models with effects like splashed mud, dust and rust.

Check out **www.acrylicosvallejo.com** for more details. Lastly, remember that paints do not always dry the same colour as the swatches, so please use the swatches on the following pages for reference only.

UNSC SPARTAN

UNSC and Covenant Units come in all sorts of different colors. Customise your Spartans and Elites by painting them a colour of your choice, then pick a wash that will create shadows. For an extra bit of flash follow that up with highlights in a lighter version of your chosen colour.

HALO: REACH MULTIPLAYER PALETTE

ACRYLICOS VALLEJO PAINT REFERENCE

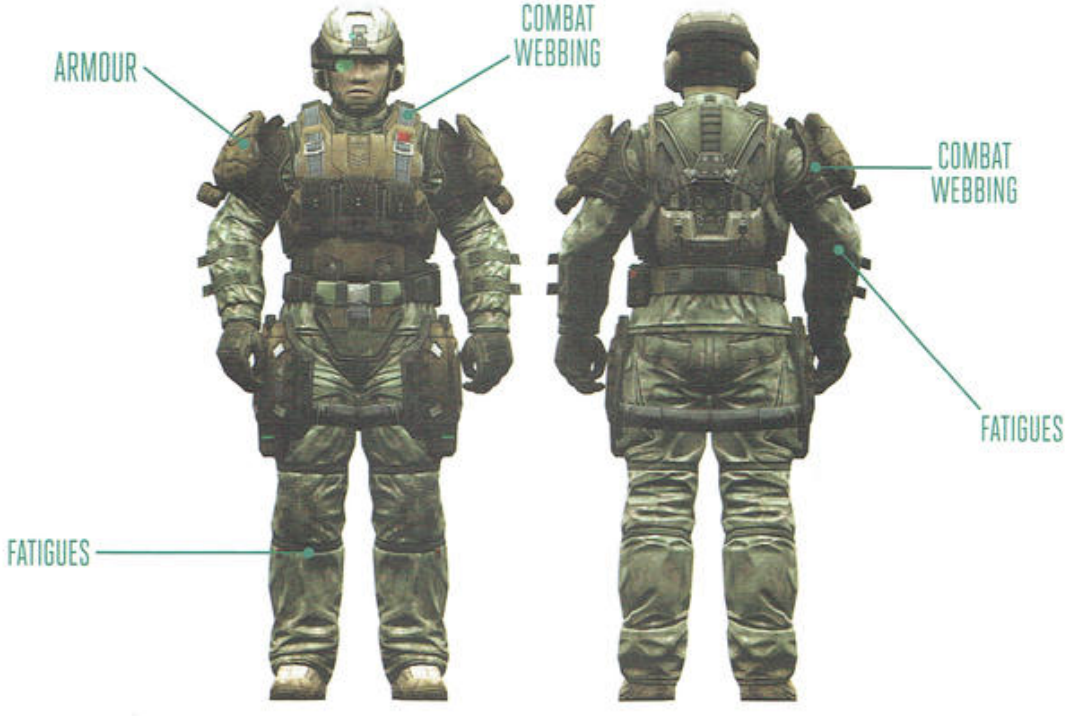
Steel	Silver	White	70836	72053	72040
Brown	Tan	Khaki	72044	72041	72061
Sage	Olive	Drab	72064	72031	72035
Forest	Green	Sea Foam	72029	72025	72038
Teal	Aqua	Cyan	70808	72024	70844
Blue	Cobalt	Ice	72021	70961	72063
Violet	Orchid	Lavender	70960	72015	70811
Maroon	Brick	Rose	72012	70945	72013
Rust	Coral	Peach	72008	72004	72003
Gold	Yellow	Pale	72007	72006	72001

Most ***Halo: Ground Command*** miniatures can be divided into Primary and Secondary areas for painting. For your convenience we have provided paint colour reference for these areas that are close matches to the schemes you see in *Halo: Reach*. However, variant skins and custom colours are a core part of customising your Spartan in the video games, so don't feel constrained by the examples provided here. We look forward to seeing your own creations!

UNSC ARMY INFANTRY

With the Troopers the folds in the cloth can be brought out using an Umber wash. It is important to thin the wash for these miniatures so that you do not change the Khaki basecoat too much. When highlighting use the 72061 colour and mix it (ratio 1:1) with 72034 Bonewhite.

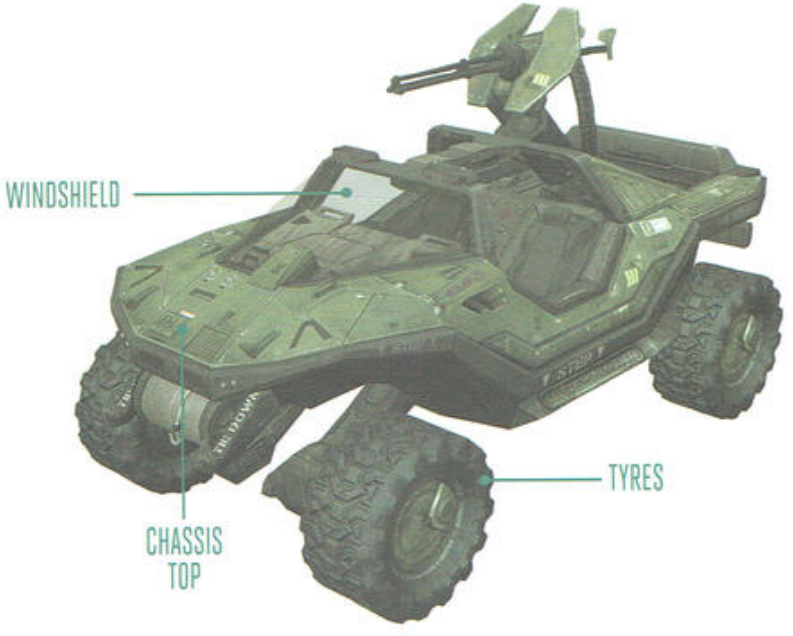
ARMOUR	BASECOAT:	72061 KHAKI
	WASH:	73203 UMBER WASH (THINNED)
	HIGHLIGHT:	72061 KHAKI & 72034 BONEWHITE
COMBAT WEBBING:	BASECOAT:	72051 BLACK
	HIGHLIGHT:	72050 COLD GREY
FATIGUES:	BASECOAT:	72064 YELLOW OLIVE
	WASH:	73201 BLACK WASH
	HIGHLIGHT:	72064 YELLOW OLIVE & 72050 COLD GREY

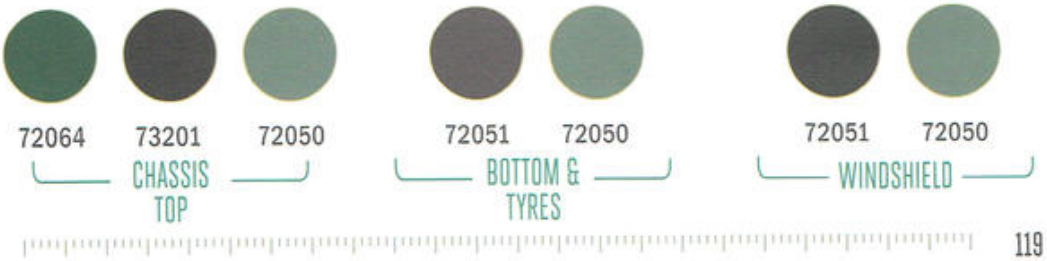


UNSC WARTHOG

For the Warthog we used Panel Lining to make the armour plates stand out - this is a relatively advanced painting technique, so take your time. We recommend painting the driver and gunner separately and carefully glue them into place when the vehicle and the troopers are finished. When painting the chassis top with a highlight the 72064 colour is mixed (ratio 1:1) with 72050.

CHASSIS TOP:	BASECOAT:	72064 YELLOW OLIVE
	PANEL LINING:	73201 BLACK WASH
	HIGHLIGHT:	72064 YELLOW OLIVE & 72050 COLD GREY
CHASSIS BOTTOM/TYRES:	BASECOAT:	72051 BLACK
WINDSHIELD:	BASECOAT:	72051 BLACK
	HIGHLIGHT:	72050 COLD GREY

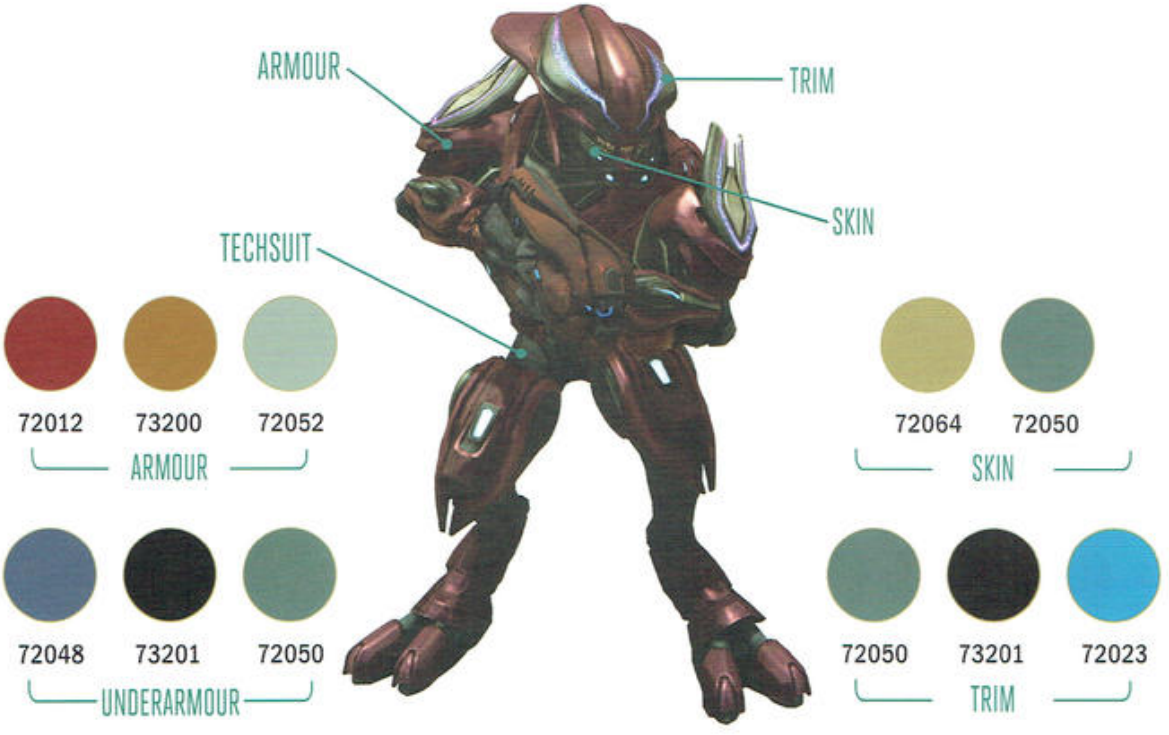




COVENANT ZEALOT

For a Covenant Zealot we looked to mimic the high-shine, metallic red that denotes their rank. This resulted in having to mix a number of paints to get the right feel. The Armour starts with a Scarlett Red (72012) Basecoat mixed (ratio 2:1) with 72052 Silver and its Highlight is same colours, but at a ratio of 1:1. The Skin is Highlighted with a mix (1:1) of 72064 Yellow Olive and 72050 Cold Grey. The Trim requires two colours and a wash, but is well worth it.

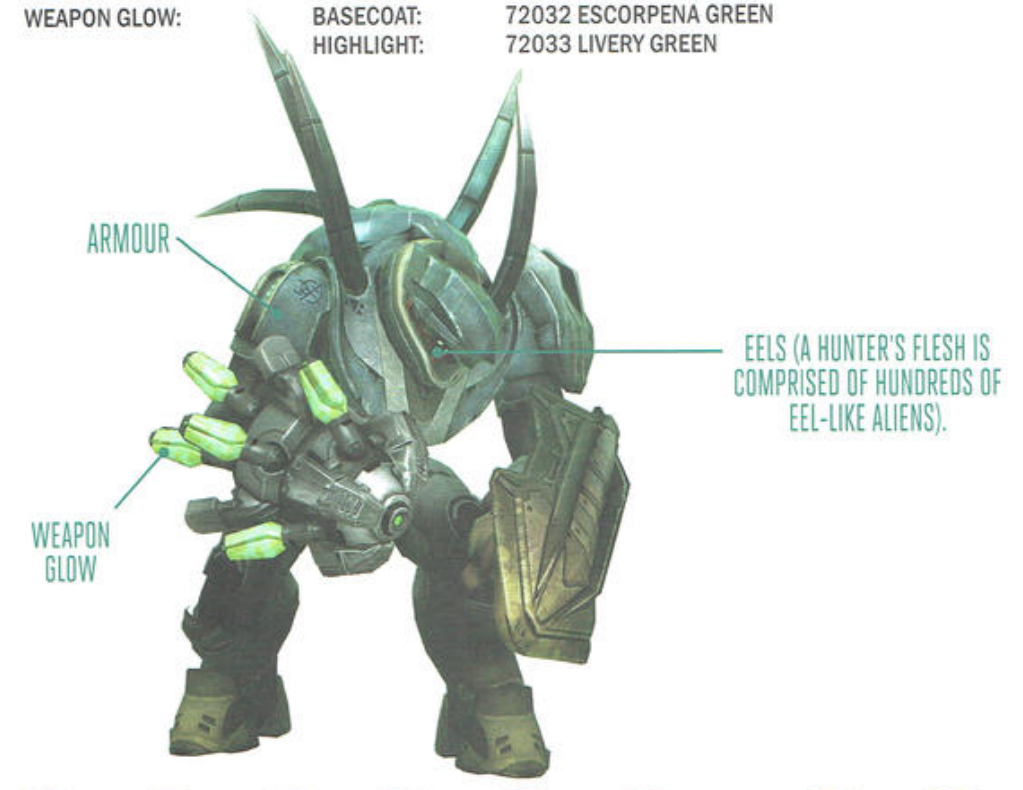
ARMOUR	BASECOAT:	72012 SCARLETT RED & 72052 SILVER
	WASH:	73200 SEPIA WASH (THINNED)
	HIGHLIGHT:	HIGHLIGHT: 72012 SCARLETT RED + 72052 SILVER
TECHSUIT:	BASECOAT:	72048 SOMBRE GREY
	WASH:	73201 BLACK WASH
	HIGHLIGHT:	72050 COLD GREY
SKIN:	BASECOAT:	72064 YELLOW OLIVE
	HIGHLIGHT:	72064 YELLOW OLIVE & 72050 COLD GREY
TRIM:	BASECOAT:	72050 COLD GREY
	WASH:	73201 BLACK WASH
	CENTRE LINE:	72023 ELECTRIC BLUE



COVENANT HUNTER

The Hunter has a *pearlescent* green armour suit which will be the trickiest part of the model to get right, This *pearlescent* effect is achieved by glazing Chainmail with the Jade Green. This process will require time and patience, but the effect will look stunning on your miniatures.

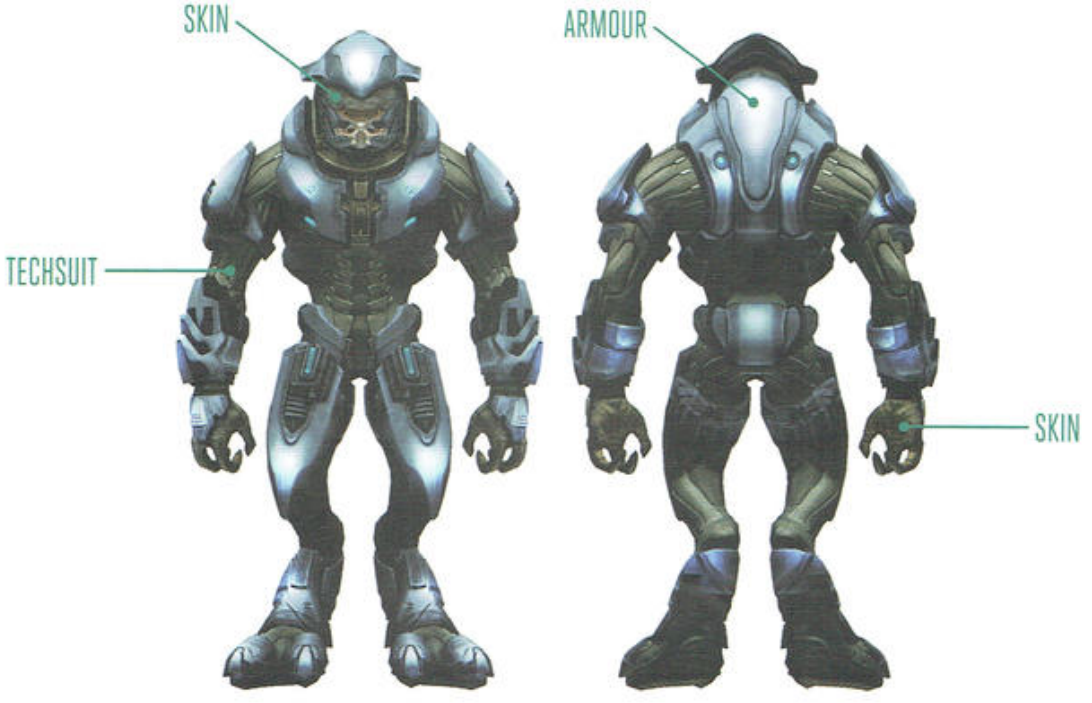
ARMOUR:	BASECOAT:	72053 CHAINMAIL SILVER
	GLAZE:	72026 JADE GREEN
	HIGHLIGHT:	72052 SILVER
EELS:	BASECOAT:	72012 SCARLETT RED
	HIGHLIGHT:	72050 COLD GREY
	WASH:	73200 SEPIA WASH (NOTE WASH AFTER HIGHLIGHT)
WEAPON GLOW:	BASECOAT:	72032 ESCORPENA GREEN
	HIGHLIGHT:	72033 LIVERY GREEN



COVENANT ELITE MINOR

The fantastic metallic effect that is a signature aspect of an Elite's combat harness needs to be replicated to truly make this miniature stand out. This is achieved by mixing (ratio 2:1) the colours 72020 Imperial Blue and 72052 Silver. The Elite's Skin is a mix (ratio 1:1) of 72064 Yellow Olive and 72050 Cold Grey.

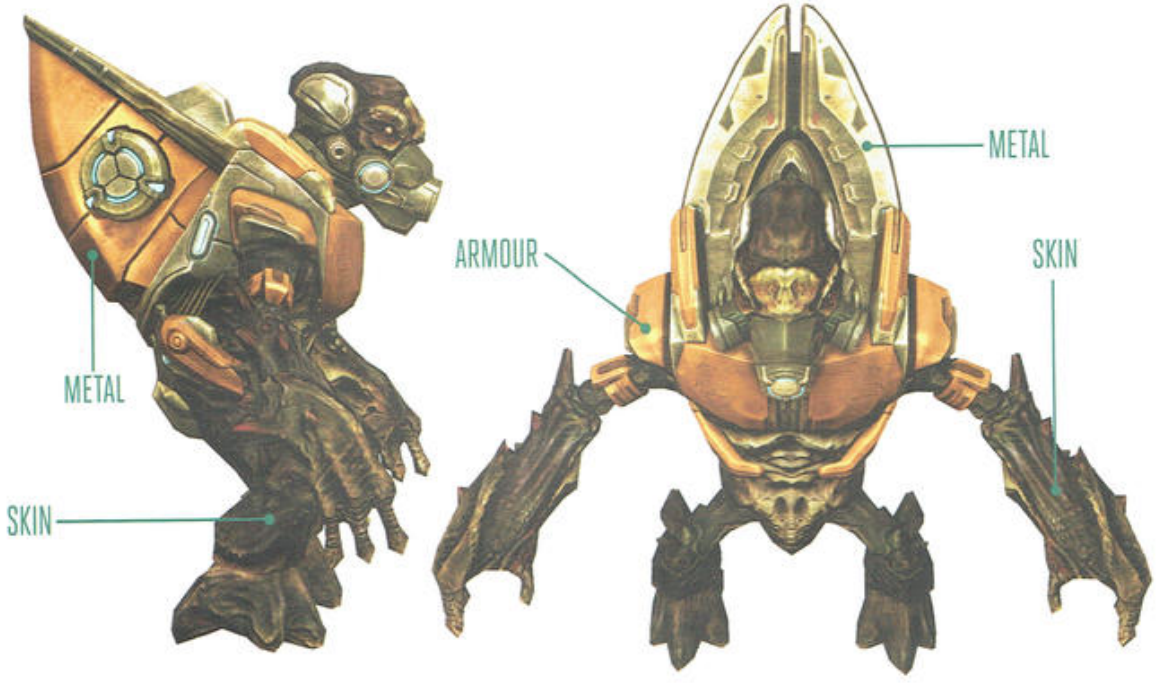
ARMOUR:	BASECOAT:	72020 IMPERIAL BLUE & 72052 SILVER
	WASH:	73207 BLUE
TECHSUIT:	BASECOAT:	72048 SOMBRE GREY
	WASH:	73201 BLACK WASH (THINNED)
	HIGHLIGHT:	72050 COLD GREY
SKIN:	BASECOAT:	72064 YELLOW OLIVE
	HIGHLIGHT:	72064 YELLOW OLIVE & 72050 COLD GREY



COVENANT GRUNT LEVIES

For the Grunt Minor we chose understated colours, rather than the brightest versions available, this matches the slightly dirtier appearance of the grunts as you can see below. They do have an almost 'orange' look to them, but be careful not to make them look too bright! The Umber Wash should help calm the models down.

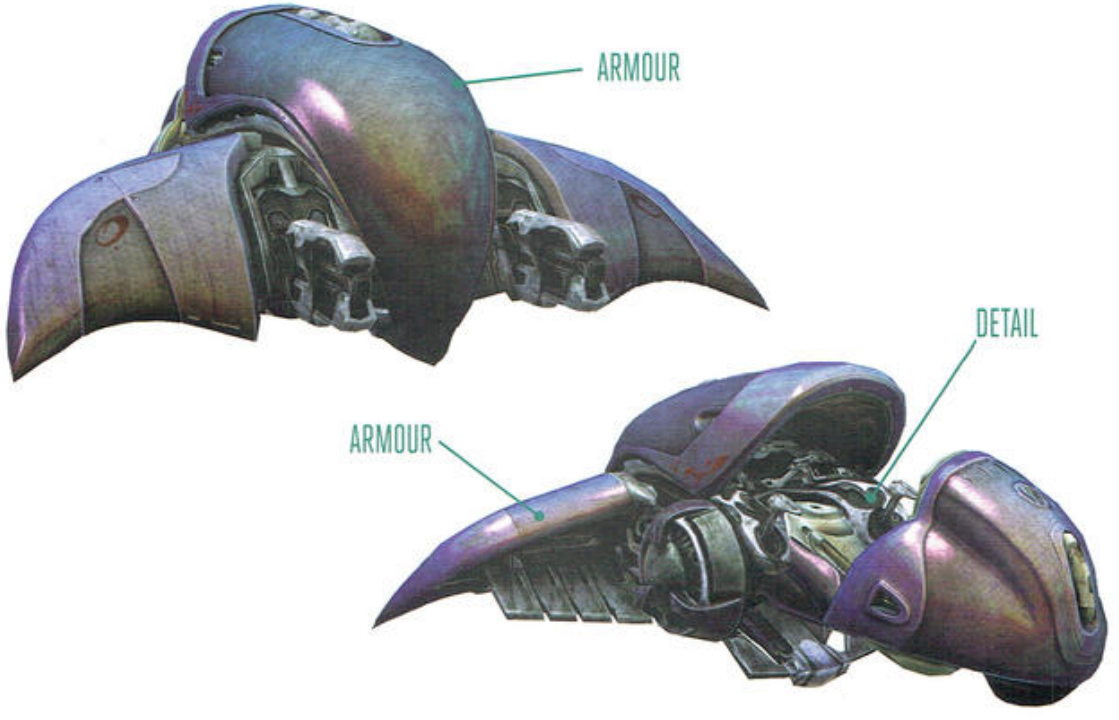
ARMOUR:	BASECOAT:	72042 PARASITE BROWN
	WASH:	73203 UMBER WASH
	HIGHLIGHT:	72038 SCROFULOUS BROWN
METAL:	BASECOAT:	72053 CHAINMAIL SILVER
	WASH:	73200 SEPIA WASH
	HIGHLIGHT:	72052 SILVER
SKIN:	BASECOAT:	72048 SOMBRE GREY
	WASH:	73201 BLACK WASH
	HIGHLIGHT:	72061 KHAKI



COVENANT TYPE-26 GHOST

The Ghost is a hugely fun model to paint. The Mid-Coat mix (ratio 1:1) of Imperial Blue and 72022 Ultramarine Blue begins the process of the metallic finish, which is then finished off with a Highlight mix (1:2) of 72022 Ultramarine Blue and 72014 Warlord Blue.

ARMOUR:	**BASECOAT:**	**72020 IMPERIAL BLUE**
	MID-COAT:	**72020 IMPERIAL BLUE & 72022 ULTRAMARINE BLUE**
	HIGHLIGHT:	**72022 ULTRAMARINE BLUE & 72014 WARLORD PURPLE**
DETAILS:	**BASECOAT:**	**72048 SOMBRE GREY**
	WASH:	**73201 BLACK WASH**
	HIGHLIGHT:	**73050 COLD GREY**



Adding Terrain to your battlefields makes for a more compelling game, giving attackers cover as they advance, and defenders somewhere to secure against the assault!

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EPILOGUE

Welcome to the Halo Universe, or at least welcome to the tabletop version of a video game Universe that has evolved to become an award-winning brand and a global phenomenon.

Halo tabletop games started in 2015 with the release of ***Halo: Fleet Battles***, our successful space combat game which first brought iconic models like the *Marathon*-class Heavy Cruiser and *CCS*-class Battlecruiser to gaming tables around the world.

GROUND WARFARE

Since the first day 343 Industries allowed us to create tabletop games, we had a goal to take the action of a first person shooter (FPS) and the tactics of a real time strategy (RTS) and merge them together into an exciting tabletop game.

Halo: Ground Command is that game and this book delivers your first taste of Halo ground combat using dice, miniatures and hours of fun. With 343 Industries' incredible help we have started at Reach, a point of immense significance in the Halo timeline.

You will see we talk about 1/100th scale miniatures in this book. Warfare in the Halo Universe is up close and personal, but wrapped around this is a gigantic military machine that features heroic characters, deadly aliens, tanks, jeeps, bikes, flyers, skimmers, huge war machines and, of course, good old fashioned foot soldiers.

When you plan to build a massively expandable game like ***Halo: Ground Command*** you need to think big, in terms of what you embrace from the Universe, but small in terms of the size of models that will allow players to recreate pivotal battles from the exciting Halo timeline.

1/100th allows you to take infantry, such as UNSC Riflemen, and field hundreds of them, or battle 20 Warthogs against Wraiths and Ghosts. You can even use Flyers like a Pelican D-77 (12 inches long at 1/100th scale) to perform vital Air Support to reinforce pinned down infantry or even drop off a Scorpion tank! 1/100th scale makes this possible.

PLAYING THE GAME

As much as we would all love to roll dice and play games all day long, life tends to put the brakes on such plans. At the foundation of the game is the idea of scalability, the idea of one set of rules that will let you play with 20-30 infantry, a couple of vehicles and a smattering of scenery, to finish a game in under an hour, or add a whole load more infantry and vehicles and play for 3 to 4 hours.

To make this happen the team behind ***Halo: Ground Command***, led by Derek Sinclair (Spartan Derek on our Forum), worked in close cooperation with Rick Achberger and Kenneth Peters from 343 Industries to create a game engine that was not only easy to learn and play, but flexible enough to work with any infantry or vehicle from the Halo Universe.

Whether you're fielding a Scout Ghost from Reach or a Banished Ghost from Halo Wars 2, the rules are designed to embrace all models and them feel like they belong in the Halo Universe.

Check out www.halowaypoint.com for a vast array of images and lore about the Halo Universe.

THE WARGAMING COMMUNITY

Wargaming is a community affair. It brings people together and encourages creativity at all levels. The models used to play ***Halo: Ground Command*** need to be planned, assembled, painted and ultimately gamed.

Spartan Games and 343 Industries would love to to see and hear about how you play your games, we want to read about your heroic exploits, and we very much want to see pictures of your battlefields and painted armies.

Welcome to ground warfare in the Halo Universe Commander – we look forward to hearing about your victories!

Neil Fawcett, Spartan Games